

HR4
Fortress

9370

Advanced Dungeons & Dragons®

Historical 2nd Edition Reference

A Mighty Fortress

Campaign Sourcebook



Advanced Dungeons & Dragons®

Historical 2nd Edition Reference

A Mighty Fortress

Campaign Sourcebook



Table of Contents

Introduction	3	Chapter 6: The New World	85
Chapter 1: A Stirring History	4	Chapter 7: Folklore and Fantasy	86
Political Structure	4	Superstition	87
Religious Upheaval	5	Monsters and Baleful Creatures	88
War	7	Faeries	88
The New World	8	Elves and Goblins	88
Timeline, 1500-1660	8	Ghosts and Restless Spirits	88
Dynasties	18	Strigloi	89
Chapter 2: The Pattern of Daily Life	19	Monsters	89
The Sexes	19	Evil Spirits	90
Home life	20	Magic	90
Clothing	24	Magical Items	92
Religion	26		
Education	27		
Commerce	27		
Money	27		
Law	28		
Medicine	29		
Science	29		
Pastimes	31		
Travel	34		
Equipment Lists	36		
Chapter 3: Characters	37		
Fighter Kits	38		
Rogue Kits	40		
Cleric Kits	45		
Wizard Kits	46		
Nationality and Religion	48		
Social Standing	51		
Honor	53		
New Proficiencies	54		
Chapter 4: The Military Life	56		
Armor and Weapons	57		
Fighting Schools	62		
Trailing the Pike	65		
Weapons Table	69		
Chapter 5: Four Wars	71		
Netherlands revolt	71		
French Wars of Religion	74		
Thirty Years War	77		
English Civil War	82		
		Chapter 8: Adventuring	93
		Casimir's Vat	93
		A Night To Remember	93
		The Grain Mill	94
		Bibliography	96

Credits

Design: Steve Winter

Editing: Terry Philips

Illustrations: All of the interior illos in this book are the work of contemporary artists and illustrators, as noted.

Icons: Roger Raupp

Maps and diagrams: Dennis Kauth, John Knecht, Dave LaForce

Typography: Tracey Zamagne

ADVANCED DUNGEONS & DRAGONS, AD&D, FORGOTTEN REALMS, and GREYHAWK are registered trademarks owned by TSR, Inc. DUNGEON MASTER, DM, BATTLESYSTEM and the TSR logo are trademarks owned by TSR Inc.

©1992 TSR, Inc. All rights reserved.

Random House and its affiliate companies have worldwide distribution rights in the book trade for English language products of TSR Inc. Distributed to the book and hobby trade in the United Kingdom by TSR Ltd. Distributed to the toy and hobby trade by regional distributors.

This book is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material contained herein is prohibited without the express written permission of TSR, Inc.

ISBN 0-88038-372-8

9370

TSR, Inc.
POB 756
Lake Geneva
WI 53147 U.S.A.



TSR Ltd.
120 Church End, Cherry Hinton
Cambridge CB1 3LB
United Kingdom

Introduction



*A mighty fortress is our God, a trusty shield and weapon;
He helps us free from every need that hath us now o'er taken.
The old evil Foe now means deadly woe; deep guile and great might
Are his dread arms in fight; on earth is not his equal.*

—first verse of the hymn, "A Mighty Fortress," by Martin Luther

A Mighty Fortress is a historical reference book for the ADVANCED DUNGEONS & DRAGONS® game. The material in this book is all historical, drawn from European history comprising the 101 years from 1550 to 1650.

This period goes by several names: the Elizabethan age, the age of religious wars, the Shakespearean age, the Counter-Reformation, the pike-and-shot era. All these terms can be used more or less interchangeably. Our favorite is Elizabethan, even though that age technically ended upon Elizabeth's death in 1603. For our purpose, Elizabethan will refer to the entire period, 1550-1650.

This was a time of tremendous change in the Western world. Outwardly, perhaps, things did not seem to change too much. But very important changes were happening in the way people viewed themselves and their surroundings. Society was changing from the old, feudal, medieval ways to the modern. The mounted warriors who formed the backbone of the feudal system were no longer masters of the battlefield. A handful of peasants armed with muskets and pikes could defeat the heaviest knights. As the nobility's military power evaporated, so did its usefulness. The middle class was emerging, and it wielded a new kind of power: mercantile trade. Along with that came a new kind of identity called nationalism, which ultimately replaced religious unity and feudal loyalty.

Many of the old mysteries were disappearing too, as science and discovery began clearing away superstition and mysticism. But superstition is not easily erased, as a glance around even the 20th Century will show. Folklore was alive with mythi-

cal creatures, although they rarely showed themselves to mortal men. Witches and devils, on the other hand, were assumed to be everywhere, working their evil and their mischief.

It was a time of tremendous conflict, upheaval, and chaos: just the sort of atmosphere where bold adventurers thrive. A brave man with resolute companions could carve out a kingdom, pillage himself a fortune, or earn renown in the service of the king or queen. Opportunity was everywhere, for those strong enough to face the risks.

This is the latest period which will be dealt with as a setting for the AD&D® game. By the end of this time, fantastic heroism was on the decline, reduced to a literary notion preserved by poets and romance novelists. But during this period, it flourished as perhaps it never had before.

How to Use This Book

A Mighty Fortress provides an alternate setting for an AD&D campaign. Just as the FORGOTTEN REALMS® setting describes the fantasy world of Faerun and the GREYHAWK® setting describes the fantasy world of Oerth, *A Mighty Fortress* describes our own world in the 16th and 17th Centuries.

This setting is intended to stand on its own. It can also, however, be used as a supplement to any other campaign. France, Spain, England, and the Holy Roman Empire could easily be transplanted into any setting, including Faerun and Oerth.

Do not feel compelled to read this book from front to back. The chapters can be read in any order; start with one that sounds most interesting.

The history of the Elizabethan age is not easy to capsulize in eight pages. It is a fascinating time, particularly for anyone interested in politics and intrigue. Just a glance at the major characters turns up a host of familiar names: Elizabeth I, Mary Queen of Scots, Cardinal Richelieu, Oliver Cromwell, Louis XIII, Francis Drake, Walter Raleigh, Albrecht von Wallenstein, Gustavus Adolphus, Henry Bourbon, Emperor Ferdinand, William Shakespeare, Maria de' Medicis. These people strode boldly across the Elizabethan stage, and their stories are inextricably intertwined with history.

To understand the age, one must also look at what preceded it—two of the most significant events in the history of mankind—the Renaissance and the Reformation.

Political Structure

The political and international structure of the Elizabethan age was extremely complex.

In the 15th Century the nature of kingship had changed. Monarchs like Henry VII of England, Louis XI of France, and Ferdinand and Isabella of Spain used their enormous might to curb the power of the nobility and undermine the traditional feudal system.

One single family—the Hapsburgs—shaped the politics of Europe for centuries. The most crucial event in their history was the marriage of Philip to Joanna, daughter of Ferdinand and Isabella, king and queen of Spain. They had a son, Charles, and in 1519, he was elected Holy Roman Emperor. His ancestry and inheritances are stunning. From his grandfather Maximilian I he inherited Austria. From his grandmother Mary of Burgundy he inherited the Netherlands. From his other grandparents, Ferdinand and Isabella of Spain, he inherited Castile, Spanish America, Aragon and its Mediterranean possessions, and most of Italy. As Holy Roman Emperor he controlled all of Germany. His brother Ferdinand was king of Bohemia.

Never before in the history of Europe had one family ruled so much, and not since

Charlemagne had one man towered so far above all others.

A glance at a map reveals that very little of Europe was left outside of Hapsburg control: Poland, the Ottoman Empire, the Republic of Venice, the Papal States, a few small Italian principalities, Denmark, Norway, Sweden, England, Ireland, and France.

France in particular was at odds with the Hapsburgs. The country was completely surrounded by Hapsburg dominions. A contemporary wit announced that "the heart of the Spanish empire is France." This, of course, made the French very uneasy.

The Holy Roman Empire was a political entity of ponderous size. It was made up of over 300 individual governments, of three types. The princely states—duchies, baronies, dukedoms, margravias, etc. (like Brandenburg, Saxony, and Bavaria)—were little monarchies, each with its own hereditary crown. The ecclesiastical states—bishoprics, abbeys—were ruled by a bishop or abbot in the name of the Roman Catholic Church. Their rule was not inherited, but their property was extensive. The imperial free cities—approximately 50 in number—were geographically small but they were very powerful because they controlled most of the wealth. Besides these, there were also thousands of knights and petty nobles who owned large estates outside the other realms and who recognized no other authority but the emperor.

The emperor's position was elective, not hereditary, but from 1438 until 1806, only one emperor was not a Hapsburg. When a new emperor was needed, he was elected by the seven electors: the King of Bohemia, the Duke of Saxony, the Margrave of Brandenburg, the Count Palatine, and the archbishops of Cologne, Trier, and Mainz.

In England, Queen Elizabeth I gave a name to the age. Living in the shadow of Spain and France, England was not yet a strong nation. Mary Stuart (Queen of Scots) disputed Elizabeth I's claim to the throne. The constant intrigues surrounding Mary, some without even



her knowledge, threatened the country's stability until her execution in 1587. England did not become a naval power until the defeat of the armada broke Spain's monopoly of the oceans.

The United Provinces of the Netherlands, after their break from Spain and the Hapsburgs, became one of the leading republics of Europe, in company with the Swiss Cantons, Genoa, and Venice. It was the most bourgeois and civilized of countries: wealthy, intellectual, and artistic.

Religious Upheaval

By 1550 the Reformation, which had begun in 1519, was a fact. Lutheranism and Calvinism were well-established religions, but the tremors of their shocking births were still being felt.

Two fundamental differences separated Lutheranism from Roman Catholicism. First, where the Catholic church held that a man earned grace by doing good, Luther held that a man earned grace only through faith in God, and that good works were a sign of grace. Second, the Catholic church held that the Pope was the highest earthly authority on matters of religious belief, doctrine, and scriptural interpretation. Luther maintained that no such earthly authority existed; instead, each man had to read the Bible and interpret its wisdom himself.

Lutheranism swept Germany. Religious unrest joined with social and economic unrest to create a revolution at all levels. The Holy Roman Emperor, Charles V, saw that a "Holy Roman Empire" made no sense in a world that was not Roman Catholic, so he took action to suppress Lutheranism. The hundreds of independent German princes and nobles, who zealously guarded their liberties, saw this as a threat to their own freedom. Many insisted that *ius reformandi*, the right to choose religion, belonged not to the empire but to the individual states. The Schmalkaldic League was formed by Lutheran princes and free cities to oppose the emperor on religious grounds.

Eventually the conflict was resolved, at least temporarily, by the Peace of Augsburg in 1555. It was a complete victory for Lutheranism, based on the principle of *cuius regio eius religio*, "whose the region, his the religion"—the ruler of each domain was free to choose which religion would be observed there. In a logic peculiar to the time, no individual freedom was allowed. If a ruler was Lutheran, all his subjects had to be Lutheran. The same was true for Catholics.

While this resolved the religious question, it also hastened the disintegration of the Holy Roman Empire into a patchwork of opposing states. Lutheranism predominated in the



Elizabeth I of England



north, Catholicism in the south, with islands of diversity everywhere. The split was nearly even.

The second form of protestantism to take hold was Calvinism. John Calvin (Jean Cauvin) agreed with Luther on many of his basic tenets, particularly justification by faith. He differed on two key points, however.

First, Calvin emphasized the concept of predestination. A man could not save himself through his own actions, but only through the will of the Almighty. Those who were predestined for salvation were few. Their state of grace was revealed gradually as they persisted in a saintly life throughout all trials and temptations. Calvinism attracted strong-willed, uncompromising devotees.

Second, and most important from a political point of view, Calvinists maintained that no earthly authority could regulate religion or religious life in any way. In fact, their desire was to remake society in a religious mold with all people, from the lowliest peasant to the highest king, doing the Lord's work. They denounced the fundamental structure of the Roman Catholic church, claiming instead that all matters, religious and secular, should be handled by councils of the redeemed.

This was social revolution from the ground up. Calvinism took hold in France, in Hungary and Bohemia, in Poland, in the Swiss Cantons (Geneva especially, where Calvin himself took up residence), in Scotland, and in England. It went by various names: Presbyterianism, Puritanism, Congregationalism. Calvinists were everywhere a minority and were often at odds with Lutherans just as much as Catholics. While they did not oppose the existence of states, they always favored limiting the states' power.

A host of other protestant religions also sprang up, collectively called anabaptists. Most were short-lived, disappearing when their founders died or squashed by persecution. A few, such as Unitarianism, survived.

A common thread through all these movements was the need to reform the Roman

Catholic church. Several half-hearted and ultimately pointless attempts at reform were made in 1511 and 1512. Then came the Reformation, and suddenly the need for reform was urgent. After several false starts, the Council of Trent finally met in 1545. It sat at irregular intervals over the course of 17 years: 1545-47, 1551-52, and 1562-63.

The council was never free of political overtones—the issue of limiting the Pope's power was raised continuously, but was always defeated by the Pope, and ultimately the final council strengthened the Papacy.

Issues of church doctrine were clarified but very few concessions were made to the Protestants. Reform of church abuses was another matter. The council defined changes, but the habits of millions of people could not be changed by decree.

Changes did take place, but because people wanted them. Bishops, on their own initiative, became more strict in carrying out their duties. Missionary work became common among the poor and sick of Europe, the natives of other lands, and among the Protestants with hopes of winning them back to Rome.

In 1540 a Spanish soldier, Ignatius Loyola, established a new monastic order: the Society of Jesus, or the Jesuits. Recruits had to be both mentally and physically tough and were put through grueling training. They swore oaths of loyalty to the Pope and never questioned the infallibility of the church. Jesuits carried the counter-reformation into the heartlands of Protestantism and won back many reconverts through their unflagging devotion.

But ultimately, it was through politics that the Protestant movement won its greatest victories and also through politics that Rome fought back most effectively. Where a ruler adopted Protestantism, so did his subjects. Where a Catholic ruled, the people were Catholic. And it was through the ultimate arm of politics—that is, war—that the fate of religion and the Reformation was decided.



War

The years from 1550 to 1650 were landmarks in the history of warfare. This period is considered the beginning of modern war. The heavily armored, mounted knight finally passed into oblivion thanks to the musket and the pike. With him went all his social and political baggage—the feudal system.

Elizabethan armies were much larger than medieval armies and could stay in the field longer. Most of the soldiers were professionals, at least in that they had no other jobs. They did not need to plant crops in the spring or harvest in the fall. Instead they were paid for their work, either by their king or by a mercenary captain; soldiering was their livelihood.

Calling the wars of this period “wars of religion” is slightly misleading. Religion was a common dividing line between opponents and was often part of the cause for a war, but religion was a national characteristic. That is, if the English fought the Spanish, it was a war of Protestants against Catholics. But it was also a war of England against Spain, and the national interests of those two countries cannot be ignored—security, expansion, and economic factors were always present.

There were three principle types of battles: field battles, skirmishes, and sieges. Of them, sieges were the most common. Cannons of the 16th and 17th Century were powerful enough to batter down any fortifications left over from medieval times, making castles and old city walls useless. But a new type of bastion with low, thick walls and overlapping fields of fire was almost impossible to batter into submission. Instead its garrison had to be starved out, and that meant a long investment. As it always had been, siege work was tedious, grueling, and dangerous for both sides. Unlike a medieval siege, victory usually came not through treachery but through starvation and disease, which could ravage both camps.

Field battles were usually decisive, but they were also rare. A good commander would not risk his army’s destruction without being reasonably sure he could win (especially in an age

when generals often died from their mistakes). Thus, armies would jockey for position, skirmishing extensively across a wide area until they came to grips with each other or one side, feeling vulnerable, either withdrew from the area or retreated into a fortified town and awaited the inevitable siege.

The most common type of fighting faced by a soldier was skirmishing. Foraging parties, scouting parties, and recruiting parties often encountered enemy foragers, scouts, and recruiters, and a battle would flare. Another common type of skirmish occurred when the defenders in a siege sent out a small sortie to disrupt mining operations or burn the attackers’ supplies. Such fights were often sharp and brutal, especially in the case of an ambuscade (ambush).

The New World

The world was expanding rapidly in the years 1550 to 1650. By 1550 the Portuguese had opened sea routes to Southeast Asia and the Spice Islands, Columbus had discovered the New World, and Magellan had circumnavigated the globe.

Financed by the riches of America, Spain embarked on its *siglo de oro*, the golden age, from 1550 to 1650. And America had plenty of riches: 10,000 pounds of gold and 500,000 pounds of silver flowed from the New World across the Atlantic to the coffers of Spain every year, plus tons of grain, coffee, tobacco, chocolate, and other commodities.



Artillery position during battle



The Portuguese profited, too, with a monopoly on the spice trade. They could not feasibly colonize the Pacific, however, and were never more than a minor presence in the great empires of India and China.

Spain and Portugal ruled the oceans until 1600. Aside from pirates and privateers, every ship plying the Atlantic and Pacific Oceans was either Spanish or Portuguese.

With the loss of the Armada, Spanish sea power was broken. After 1600, the English, Dutch, and French put to sea and claimed overseas colonies on the Atlantic coasts of Africa and North America; these areas were among the few left uncolonized by the Spanish.

In spite of the black legends surrounding the Spanish in America, their rulership was probably less severe than that of most other European colonizers. Legally, at least, managers of the Spanish *encomiendas* (manors) had to treat their Indian subjects nearly the same as they would have treated Spanish subjects back home. The extent to which such laws were enforced in the remote American wilderness is anybody's guess. But it is noteworthy that only the Spanish and the Portuguese left any lasting European influence in their colonies; all other colonial powers treated native people with undisguised disdain.

Timeline: 1500-1650

1500: Brazil is discovered by Pedro Alvarez Cabral, who claims it for Portugal.

1502: Columbus sets out on his last voyage, to Honduras and Panama.

1509: Henry VIII becomes king of England. Constantinople is destroyed by an earthquake.

1512: Copernicus publishes his theory that the sun is the center of the solar system.

1515: Archduke Charles becomes governor of the Netherlands.

1516: Archduke Charles becomes King of Spain (Charles I).

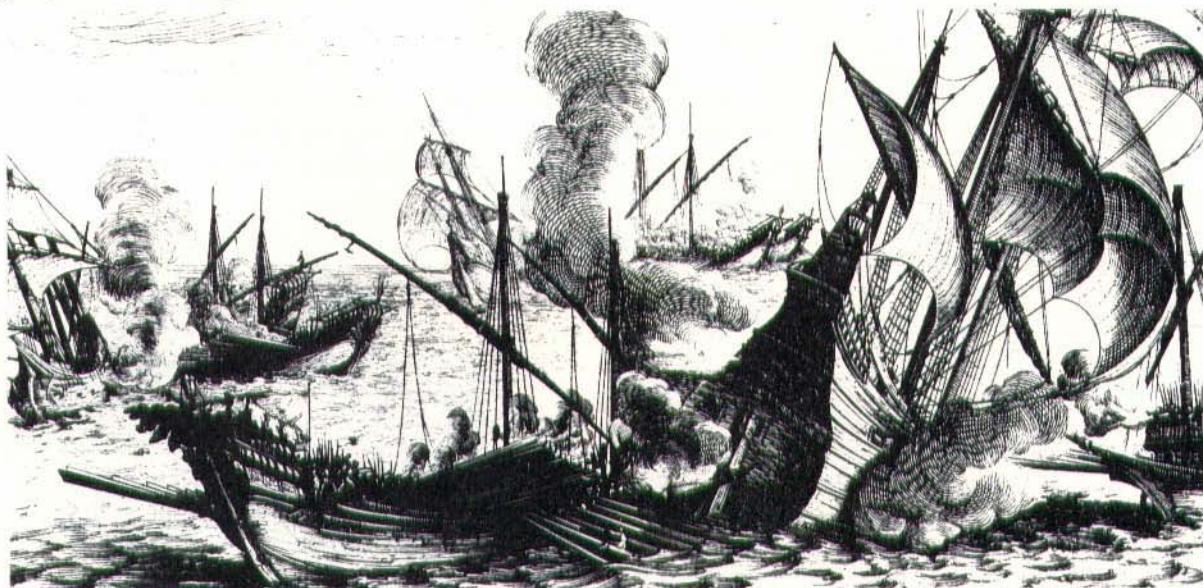
1517: Martin Luther posts his 95 theses on the door of Palast Church in Wittenburg.

1518: Martin Luther refuses to recant before the Diet of Augsburg.

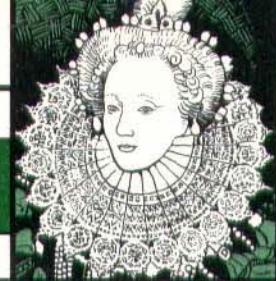
1519: Charles I becomes Holy Roman Emperor (Charles V). Luther questions the infallibility of the Pope. Leonardo Da Vinci dies. Cortes arrives in Mexico with 400 soldiers.

1520: Luther is excommunicated by Pope Leo X. Ferdinand Magellan discovers the sea passage around the southern tip of South America and sails west into the Pacific Ocean. Cortes conquers the Aztecs.

1521: Luther is banned from the Holy Roman Empire.



Oared galleys attacking sailing ships



1526: Charles V marries Isabella of Portugal.

1527: Rome is pillaged and burned by raiding Spanish and German mercenaries.

1529: Turks besiege Vienna unsuccessfully.

1530: The Schmalkaldic League forms to protect Protestant interests against the counter-reforms of Charles V. The Portuguese begin colonizing Brazil.

1531: The Great Comet (Halley's) appears and sets off a wave of ominous superstition.

1532: Calvinist reformation begins in France.

1533: Henry VIII marries Anne Boleyn. Pizarro conquers the Incas.

1534: Ignatius Loyola founds the Order of Jesuits.

1535: Tunis is conquered by armies of Charles V and 20,000 Christian slaves are freed.

1541: Coronado searches for the Seven Cities of Gold. Hernando de Soto discovers the Mississippi River.

1542: Mary, Queen of Scots, ascends the throne of Scotland at the age of six days. Antonio de Mota is the first European to enter Japan (Cipango).

1543: Protestants are burned at the stake by the Spanish Inquisition for the first time. Portuguese traders bring firearms to Japan.

1544: Massive silver deposits are discovered at Potosi, Peru.

1545: The first Council of Trent convenes to debate reforms in the Roman Catholic church.

1548: Francis Xavier founds a Jesuit mission in Japan.

1550: Spain enters its *siglo de oro*, the Golden Age, which will last for a century.

1553: King Edward VI of England dies at age 16. He is forced to name Lady Jane Grey as his successor, but she is deposed nine days later by Mary I, the daughter of Henry VIII and Catherine of Aragon.

1554: Queen Mary I marries Philip I of Spain, uniting England and Spain.

1555: The Peace of Augsburg establishes the right of German princes to choose either Roman Catholicism or Lutheranism as the of-

ficial religion of their domains. Bishops are forbidden from converting to Lutheranism and removing their lands from Church possession.

1556: Holy Roman Emperor Charles V abdicates. His brother Ferdinand I becomes emperor; son Philip II becomes king of Spain.

1557: Influenza epidemic strikes all of Europe.

1558: France retakes Calais from England. Queen Mary I dies and is succeeded by Elizabeth I (daughter of Henry VIII and Anne Boleyn). Snuff is introduced in Europe. Mary, Queen of Scots, marries the Dauphin, Francis.

1559: Henry II of France is killed accidentally in a tournament. The Dauphin succeeds him as Francis II. Mary, Queen of Scots, has herself proclaimed Queen of England while Elizabeth I still rules.

1560: Francis II dies and is succeeded by his 10-year-old son Charles IX with his mother, Catherine de'Medici, as regent. The Church of Scotland is founded. Puritanism begins appearing in England. The first tobacco plants are imported to Europe.

1561: Mary, Queen of Scots, returns from France to England but is denied entry; she lands at Leith, Scotland, instead. Philip II of Spain moves his capital to Madrid and builds the imposing palace, Escorial.

1562: The French port of Le Havre is occupied by English troops. Elizabeth I nearly dies of smallpox. The third Council of Trent convenes. General war breaks out in France between Catholics and Huguenots, beginning with the massacre of 1,200 Huguenots. Plague hits Paris. The first of a series of incidents occurs which will lead to revolt in the Netherlands in 1572.

1563: Temporary peace between French Catholics and Huguenots allows France to retake Le Havre from England. King Charles IX of France is declared of age at 13, so Catherine de'Medici is no longer regent. Plague devastates England.

1564: Holy Roman Emperor Ferdinand I dies. He is succeeded by his son Maximilian II, King of Bohemia. John Calvin dies. Pope Pius



IV issues a list of banned books (*Index librorum prohibitorum*). Michelangelo dies and Galileo Galilei is born.

1565: Mary, Queen of Scots, marries her cousin Henry, Lord Darnley. Turks besiege Malta for five months (May to September) but the Knights of St. John hold out until Spanish troops arrive and drive off the attackers.

1566: Suleiman I, Sultan of Turkey, dies and is succeeded by Selim II.

1567: Lord Darnley, husband of Mary, Queen of Scots, is murdered. The Earl of Bothwell abducts Mary to Dunbar, where they are married; Mary is forced to abdicate amidst scandal. Her stepbrother, the Earl of Moray, becomes regent. The Duke of Alva is sent from Spain to the Netherlands to crush rebellion there. In Japan, the government is centralized under Nobunaga. Typhoid epidemic in South America kills an estimated two million natives.

1568: Mary, Queen of Scots, seeks refuge in England after her forces are defeated by Moray at the battle of Langside.

1569: Riots occur in northern England. Fever epidemic kills 40,000 people in Lisbon.

1570: The Earl of Moray is assassinated; Earl of Lennox becomes Regent of Scotland. Sweden gains independence from Denmark. Nobunaga allows foreign trade through Nagasaki. War breaks out between Turkey and Venice. Protestant Elizabeth I is excommunicated by Pope Pius V.

1571: Spain and Venice ally against Turkey. Turks capture Famagusta on Cyprus and massacre its inhabitants. The Turkish fleet is destroyed in the battle of Lepanto, the last major sea battle involving oared galleys. The Earl of Lennox is killed and succeeded by the Earl of Mar.

1572: War between Spain and the Netherlands begins in earnest; Spaniards besiege Haarlem. The Duke of Norfolk and the Earl of Northumberland are executed for treason; the English Parliament also demands execution for Mary, Queen of Scots. Henry of Navarre, Huguenot leader, marries Margaret of Valois, sister of King Charles IX of France. Capitaliz-

ing on the marriage gathering, French Catholics murder 2,000 Huguenots in Paris on St. Bartholomew's Day. The Earl of Mar dies and is succeeded by the Earl of Morton. The privateer Francis Drake (*el draque*) ravages Spanish ports in the Americas.

1573: Haarlem falls after a seven-month siege. The Duke of Alva is recalled to Spain.

1574: Charles IX of France dies and is succeeded by his brother Henry III, King of Poland. Turks capture Tunis.

1575: Plague begins in Sicily and spreads all the way up Italy to Milan.

1576: Don Juan is appointed governor of the Netherlands. Spaniards capture and loot Antwerp. Holy Roman Emperor Maximilian II dies and is succeeded by his brother, Rudolf II. Decimal fractions are introduced. The first theater in London opens.

1577: William of Orange rejects a peace proposal from Don Juan. Netherlands forces capture Brussels. Francis Drake departs to circumnavigate the globe.

1578: The Earl of Morton resigns as Regent of Scotland and James VI assumes control. The King of Portugal is killed while invading Morocco. Don Juan dies. Alessandro Farnese, the Duke of Parma, becomes governor of the Netherlands. Ancient catacombs are discovered beneath Rome. The Levant Trading Company of London is founded to trade with Turkey.

1579: The Union of Utrecht transforms the seven northernmost provinces of the Netherlands into the Dutch Republic.

1580: The Duke of Alva leads a Spanish invasion of Portugal. Francis Drake completes his round-the-globe voyage. London is rocked by an earthquake and new building is banned.

1581: Portugal surrenders to Spain after a brilliant campaign by Alva. Francis Drake is knighted. Poland invades Russia.

1582: Russia surrenders Livonia and Estonia to Poland. James VI of Scotland is kidnapped by treasonous Protestant nobles in the Raid of Ruthven. Nobunaga is assassinated in Japan. A Jesuit mission is established in China.

1583: James VI escapes from his captors



after 10 months. Antwerp is pillaged. John Somerville is executed for plotting to assassinate Elizabeth I; Francis Throgmorton is executed for collaborating with Spain in plotting an invasion of England. Two English merchants, Ralph Fitch and John Eldred, lead trading expeditions to Mesopotamia, the Persian Gulf, and India.

1584: William of Orange, sovereign of the United Provinces, is assassinated. Sir Walter Raleigh claims Virginia for England.

1585: The United Provinces appeal to France and England; Elizabeth I agrees to help but declines to accept sovereignty. Sir Francis Drake attacks Spanish holdings at Vigo and Santo Domingo. Toyotomi Hideyoshi abolishes the shogunate after setting himself up as dictator of Japan.

1586: Anthony Babington and others are executed for conspiring to murder Elizabeth I.

Mary, Queen of Scots, is positively implicated in the plot and sentenced to death.

1587: Mary, Queen of Scots, is executed. Pope Sixtus V declares a Catholic crusade to invade and reconvert Protestant England. Europe suffers the worst famine of the century, lasting two years. Hideyoshi banishes Portuguese missionaries from Japan.

1588: The Spanish Armada sets sail against England. Plagued by inept command, language differences, contrary winds, and its own bulk, it is defeated piecemeal by the English. Those ships which escape are forced by storms to sail around the northern coast of England, where many more are lost to treacherous coastlines and unpredictable weather.

1589: Henry III of France is assassinated. Before dying he passes the crown to Huguenot leader Henry of Navarre. Sir Francis Drake leads an unsuccessful attack against Lisbon.



Henry II of France killed by Catholic assassin



1590: Paris refuses to allow the Protestant Henry IV passage into the city, so Henry besieges the town. The first half of Spenser's *The Faerie Queen* is published.

1591: Pope Gregory IV excommunicates Henry IV.

1592: The Japanese invade Korea but are forced out. Shakespeare's play *Richard III* is performed. In London, 15,000 people die of bubonic plague.

1593: Henry IV of France converts to Roman Catholicism.

1594: Henry IV enters Paris peacefully as King of France.

1595: Spanish troops land in Cornwall; Penzance and Mousehole are captured and burned. The English army finally abandons the longbow in favor of the musket. The Dutch build colonies in the East Indies.

1596: English troops loot Cadiz; Spanish troops capture Calais. The second half of *The Faerie Queen* is published.

1597: A second, smaller armada leaves Spain to attack England, but it is scattered by foul weather without accomplishing anything. England begins using penal colonies. English merchants are expelled from the Holy Roman Empire in retaliation for sanctions placed against the Hanseatic League, a German trading company.

1598: King Philip II of Spain dies and is succeeded by his son, Philip III. Hideyoshi dies; the shogunate is restored by his successor, Ieyasu Tokugawa. Huguenots are guaranteed religious freedom by the Edict of Nantes.

1599: The Globe Theater is built in London. Most of Shakespeare's plays will be performed there.

1600: The telescope is invented in the Netherlands. Maurice of Nassau wins a large victory over the Spanish forces of Archduke Albert at the battle of Nieuport. Giordano Bruno is burned as a heretic for supporting the Copernican theory that the Earth revolves about the sun. Ieyasu destroys the last of his opponents at the battle of Sekigahara and the siege of Osaka.

1601: The Earl of Essex is executed for lead-

ing a revolt against Elizabeth I. Archduke Albert's forces besiege Ostend. A Spanish army lands in Ireland, hoping to recruit Irish rebels and drive out the British. A Jesuit missionary is admitted into Peking for the first time.

1602: The Spaniards in Ireland are forced to surrender after four months of fighting.

1603: Queen Elizabeth I dies. She is succeeded by her cousin James VI of Scotland, who becomes James I, the first Stuart king. Irish rebels are granted amnesty. Sir Walter Raleigh is convicted of conspiring to oust James I and imprisoned. Bubonic plague breaks out in England. Ieyasu becomes shogun.

1604: After 3 years, the besieged Dutch town of Ostend finally falls to the Spanish. England and Spain agree to peace terms.

1605: The "Gunpowder Plot" is foiled—Guy Fawkes, intending to blow up the House of Lords while James I is present, is found and arrested in the cellars of Parliament. Miguel Cervantes publishes the first part of *Don Quixote*.

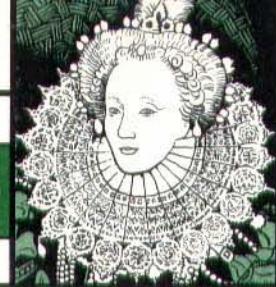
1606: Guy Fawkes and his fellow conspirators are executed. One-hundred-twenty English colonists set sail for Virginia.

1607: Irish nobles flee en masse to Spain to avoid arrest for insurrection. The first English colony in America is founded at Jamestown, Virginia.

1608: Protestant states of the Rhineland form the Protestant Union with Frederick IV of the Palatinate and Christian of Anhalt at its head. Galileo builds his telescope.

1609: Spain and the Dutch Republic agree to a 12-year truce. Catholic German princes form the Catholic League in response to the Protestant Union. Emperor Rudolf II allows religious freedom in Bohemia.

1610: Henry IV of France is assassinated by a fanatic. His 9-year-old son, Louis XIII, becomes king with Queen Maria de'Medici as regent. Frederick IV, the Elector Palatine, dies and is succeeded by his son Frederick V. Henry Hudson discovers Hudson's Bay. The Dutch East India Company begins shipping tea from China to Europe. Galileo observes the moons



of Jupiter through his telescope.

1611: James I dismisses the English parliament when it refuses to support his financial needs. Gustavus Adolphus becomes King of Sweden (Gustavus II). Emperor Rudolf II passes the crown of Bohemia to his brother, Archduke Mathias. The King James Bible is published.

1612: Rudolf II dies and is succeeded as Holy Roman Emperor by Mathias, King of Bohemia. Mathias arranges for his cousin Ferdinand of Styria to succeed him in Bohemia and Hungary.

1613: The Protestant Union forms an alliance with the United Provinces of the Netherlands. Frederick V, the Elector Palatine, marries Elizabeth Stuart, daughter of King James I of England. Ottoman Turks invade Hungary. English colonists from Virginia attack the French settlement at Port Royal, Nova Scotia, to prevent the French from settling in Maryland. The Globe Theater burns down.

1614: Maria, Queen Regent of France, summons the French States General in an attempt to overcome the power of the French nobility. German principalities of Brandenburg (Catholic) and Neuberg (Protestant) resolve a five-year-old dispute over succession in Julich-Cleves by dividing the territory between them. Fighting continues between English and French colonists over Maine and Nova Scotia.

1615: Louis XIII marries Anna of Austria and Philip of the Asturias marries Elizabeth of Bourbon, tying together the Hapsburgs and the Bourbons. The French States General are dismissed. Galileo is called before the Roman Inquisition for his astronomical findings.

1616: Sir Walter Raleigh is released from the Tower of London to lead an expedition to Guiana in search of El Dorado. Richelieu is appointed French Minister of State for Foreign Affairs and War. Persecution of Catholics in Bohemia increases. Galileo is enjoined by the Inquisition against further astronomical work. William Shakespeare dies. Tokugawa Ieyasu dies; his successor, Tokugawa Hidetada, is vigorously anti-Christian.

1617: Sir Walter Raleigh departs for Guiana. George Villiers, a favorite of James I, is made Earl and Duke of Buckingham. Ferdinand of Styria, a Catholic, is crowned king of Bohemia, which is mostly Protestant.

1618: Bohemian Protestants revolt against the Catholic policies of King Ferdinand and toss Ferdinand's regents in Prague out their windows ("the defenestration of Prague")—so begins the Thirty Years War. Emperor Mathias sends an imperial army under Count Karl Bucquois into Bohemia to suppress the rebellion. The Protestant Union also sends an army under Count Ernst Mansfeld, which defeats the imperial force. Sir Walter Raleigh returns to England unsuccessful and is executed. Richelieu is exiled from France for intriguing with the Queen Regent.

1619: Emperor Mathias dies. Archduke Ferdinand of Styria, King of Bohemia and Hungary, is elected Holy Roman Emperor. The Bohemian Diet deposes Ferdinand as King of Bohemia and elects Frederick V, the Elector Palatine, son-in-law of James I of England, and head of the Protestant Union, to be the new king. Spain and Bavaria ally with Emperor Ferdinand; Spanish troops under Spinola invade the Lower Palatinate. This territory belongs to Frederick V, but is also in a crucial position along the "Spanish Road" (the land route between Spain and the Netherlands). Count von Thurn, with an army of Bohemian patriots, allies with Bethlen Gabor of Transylvania; they threaten Vienna, but withdraw without attacking. In France, Queen Regent Maria de' Medici challenges Louis XIII for control. Louis recalls Richelieu, then defeats Maria's army at Angers. William Harvey discovers that blood circulates.

1620: French nobles, supporters of Maria, revolt. Richelieu negotiates peace and reconciles Maria to Louis XIII. Sweden and Poland go to war. The Treaty of Ulm between the Catholic League and the Protestant Union takes the Protestant Union out of the Thirty Years War. Later, the Union dissolves entirely. Count Tilly, leading the imperial army and the Catholic League army, attacks the army of



Sir Martin Frobisher, English sea dog,
by Cornelis Ketel

King Frederick at White Mountain near Prague. Frederick's army is defeated, the emperor regains control of Bohemia and that stage of the Thirty Years War ends. Many rebel leaders are executed and Protestant clergy are expelled from Bohemia. Spanish troops massacre Protestants in the Valtelline, a key Alpine pass along the Spanish Road. A group

of Puritans departs England for America aboard the *Mayflower*.

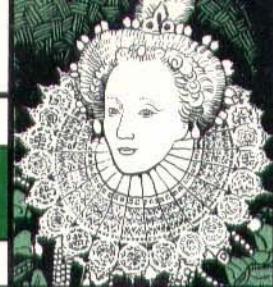
1621: Thirty Years War shifts from Bohemia to the Palatinate. England sends two regiments to aid Frederick. Huguenots rebel against Louis XIII. The 12-year truce between Spain and the Dutch Republic ends and that war resumes.

1622: The Palatinate is conquered by imperial forces after heavy fighting; Protestant forces retreat to the Netherlands. Spain secures the Valtelline. Richelieu becomes a cardinal. France declares war against Spain. Emperor Ferdinand signs a treaty with Bethlen Gabor of Transylvania, removing him from the fighting. January 1 becomes the first day of the year; it had previously been March 25.

1623: Emperor Ferdinand grants the Palatinate to Maximilian of Bavaria. Tilly crushes the Protestant army under Christian of Halberstadt at Stadtlohn and advances to Westphalia. France, Savoy, and Venice form the League of Lyons to contest Spanish control of the Valtelline; Papal troops bolster the Spanish force occupying that key pass. Dutch colonists massacre English colonists at Amboyna in the Molucca Islands. Shah Abbas of Persia conquers Baghdad.

1624: England declares war on Spain. Cardinal Richelieu becomes First Minister of France. Charles, Prince of Wales, is betrothed to Henrietta Maria, sister of Louis XIII. England enters alliances with France/Holland and Sweden/Denmark. Albrecht von Wallenstein raises a mercenary army for Emperor Ferdinand, who rewards Wallenstein with the Dukedom of Friedland. An expedition under Antonio de Andrade sets out from India to explore the Himalayas and Tibet.

1625: Christian IV, King of Denmark and Duke of Holstein (making him a prince of the Empire), enters the war against the Emperor. Breda in the Netherlands falls to Spanish besiegers after 11 months. Tilly invades Lower Saxony. King James I dies; Prince Charles of Wales is crowned Charles I and weds Henrietta Maria. His first parliament is moved to Oxford because of plague in London. England



and Spain are at war.

1626: Wallenstein defeats Mansfeld, who flees to Hungary and joins Bethlen Gabor in a short-lived rebellion against the Emperor. Tilly defeats Christian IV of Denmark at Lutter. In the Treaty of Monzon between France and Spain, France agrees to stop harassing the Valtelline. Charles I offers knighthoods to all Englishmen who own property which yields more than £40 (English) per year in an attempt to bolster his treasury. England goes to war with France. In France, killing someone in a duel becomes punishable by death. The Dutch West Indies Company buys the island of Manhattan from local natives for 60 guilders worth of trade goods.

1627: France and Spain ally against England. Tilly and Wallenstein continue fighting to subjugate Protestant areas of northern Germany; Christian IV retreats to Denmark. Huguenots rebel again and are besieged inside La Rochelle. The Duke of Buckingham tries to relieve the city with an English fleet but fails and returns home.

1628: Wallenstein is appointed General of the Oceanic and Baltic Seas. He besieges Stralsund, a key island port at the mouth of the Baltic. The city is aided by Denmark and Sweden; Wallenstein is forced to withdraw (his first defeat). Sweden is now in the war. France goes to war against the Hapsburgs over succession in the Dukedom of Mantua (Duke Vincent II died heirless in 1627); Pope Urban VIII supports France. The Duke of Buckingham is assassinated while preparing a second fleet to relieve La Rochelle and the city falls.

1629: Wallenstein is granted the Dukedom of Mecklenburg. Emperor Ferdinand issues the Edict of Restitution, ordering that all church lands taken over by Protestants since 1552 must be returned; Wallenstein sets about enforcing the edict. Peace treaties are signed between England and France, Denmark and the Empire, France and the Huguenots, and Sweden and Poland.

1630: An electoral diet (meeting of the seven electors) is held at Regensburg. The electors fear Wallenstein's growing power and force

Ferdinand to dismiss him; Tilly becomes the general of the Imperial army. Gustavus Adolphus and the Swedish army land in Germany. French troops occupy Savoy. Another conspiracy by Maria de'Medici is stopped by Richelieu. The Caribbean town of Tortuga becomes an open base for pirates of all nationalities.

1631: The Thirty Years War begins losing its religious tenor; Catholic France subsidizes Protestant Sweden against the Catholic Empire in exchange for Gustavus's oath to not disturb Catholicism. Brandenburg, whose elector is Gustavus's brother-in-law, joins with Sweden. Tilly sacks Magdeburg, a city allied with Sweden, with shocking brutality, and then invades Saxony. The Swedes and Saxons combine to face Tilly at Breitenfeld; the Saxons flee at the first attack, but Gustavus crushes Tilly's army. With imperial power broken in the north, Protestant hopes revive. Gustavus advances on the rich Rhineland and a desperate Ferdinand recalls Wallenstein as commander-in-chief of imperial forces. Maria de' Medicis is exiled to Brussels where she joins with her son Gaston, the Duke of Orleans, in opposition to Richelieu. The dispute over Mantua ends in France's favor.

1632: Gustavus defeats Tilly at the Lech; Tilly is mortally wounded. Gustavus and Wallenstein meet at the battle of Lutzen; the Swedes win a tremendous victory but Gustavus is killed in action. Gustavus's daughter Christina, age 6, becomes Queen of Sweden with Axel Oxenstierna as chief regent.

1633: Fighting continues in Silesia and Bohemia, but Wallenstein begins negotiating in secret with the Saxons, Swedes, and Bohemians. Emperor Ferdinand II suspects treachery. The Inquisition forces Galileo to denounce the Copernican theory.

1634: Ferdinand II dismisses Wallenstein again; with the army against him, Wallenstein flees to Eger, where he is murdered. The imperial army, now under Mathias Gallas, defeats the Swedes at Nordlingen.

1635: The Treaty of Prague makes peace between the Empire and many Protestant



princes, including Saxony, Bavaria, and Brandenburg. It offers amnesty to all antagonists except the leaders of Bohemian and Palatinate forces, and compromises on the Edict of Restitution. France (Richelieu, chiefly) allies formally with Sweden, Holland, and some Italian princes and enters the war against the Hapsburgs. The war is now entirely political. French forces occupy the Valtelline. Tobacco use is restricted to prescription only in France.

1636: Spain invades France and advances to within 100 miles of Paris. Victorious Manchus declare the Ch'ing Dynasty.

1637: Emperor Ferdinand II dies and is succeeded by his son, Ferdinand III. Dutch forces recapture Breda. The French garrison is forced out of the Valtelline. King Charles I restricts English emigration to America. Japan cuts off European contact and begins exterminating Christians.

1638: The Swedish army captures Freiburg and Breisach and defeats the Duke of Lorraine at Sennheim. England abolishes legal torture. The Scottish Covenant is drawn up and signed, rejecting the hierarchy of Anglican bishops (episcopacy) in favor of religious self-rule by local ministers and elders (presbyterianism).

1639: A Dutch fleet defeats the Spanish at the Battle of the Downs. Provoked by Charles I, Scots covenanters storm Edinburgh, Dumfarton, and Stirling, and Charles agrees to terms which abolish episcopacy in Scotland.

1640: Elector George William of Brandenburg dies. His successor Frederick William, believing peace negotiations are coming soon, builds an army to secure a powerful position in those negotiations. The "short" and "long" parliaments offer no support to Charles I in England. Scots covenanters invade England, defeat Charles at Newburn-on-Tyne, and force another disadvantageous settlement on him. Portugal rebels against Spain and wins independence.

1641: Combatants in the Thirty Years War agree to discuss peace terms. Catholics rebel in Ireland, massacring thousands of Protestant settlers in Ulster.

1642: Cardinal Richelieu dies. The Imperial army suffers three defeats. The English Civil War begins with indecisive fighting. Galileo dies and Isaac Newton is born.

1643: Distracted by war with Denmark, Sweden begins negotiating for peace with the Holy Roman Empire. At the battle of Rocroi, the youthful Duc de Enghien defeats the Spanish army, demonstrating that the Spanish *tercio* formation is not invincible. Louis XIII dies; his five-year-old son, Louis XIV, becomes king under the regency of the Queen Mother and First Minister Cardinal Mazarin. In England, Parliamentary forces win a series of victories over the Royalists.

1644: The French are defeated by Imperial forces at Freiburg and begin negotiating for peace. Parliamentarians continue to hold the upper hand in England, with victories at Cropredy Bridge, Marston Moor, and Nantwich. René Descartes publishes *Principia philosophicae* ("I think, therefore I am"). Manchus complete conquest of China.

1645: France and Sweden combine to defeat Imperial forces at the second battle of Nordlingen. Venice and Turkey battle over Crete. Peace talks in England fail and Cromwell's New Model Army wins a decisive battle at Naseby.

1646: Swedes capture Prague; Swedes and French invade Bavaria. Parliamentarians capture Oxford and Royalist opposition ends. Charles I tries to escape but fails.

1647: The electors of Bavaria and Cologne sign the Treaty of Ulm, ending their participation in the Thirty Years War, but Bavaria breaks the treaty and rejoins the Emperor. In England, most of the armies are disbanded. Charles is taken as a captive to London; he escapes, is recaptured, and finally agrees to Parliamentary demands.

1648: The Peace of Westphalia ends the Thirty Years War. France and Sweden gain territory; Dutch and Swiss independence are recognized; Bavaria, Brandenburg, and Saxony are enlarged; and the German princes become virtually independent. A revolt by the nobility in France leads to general rioting and con-

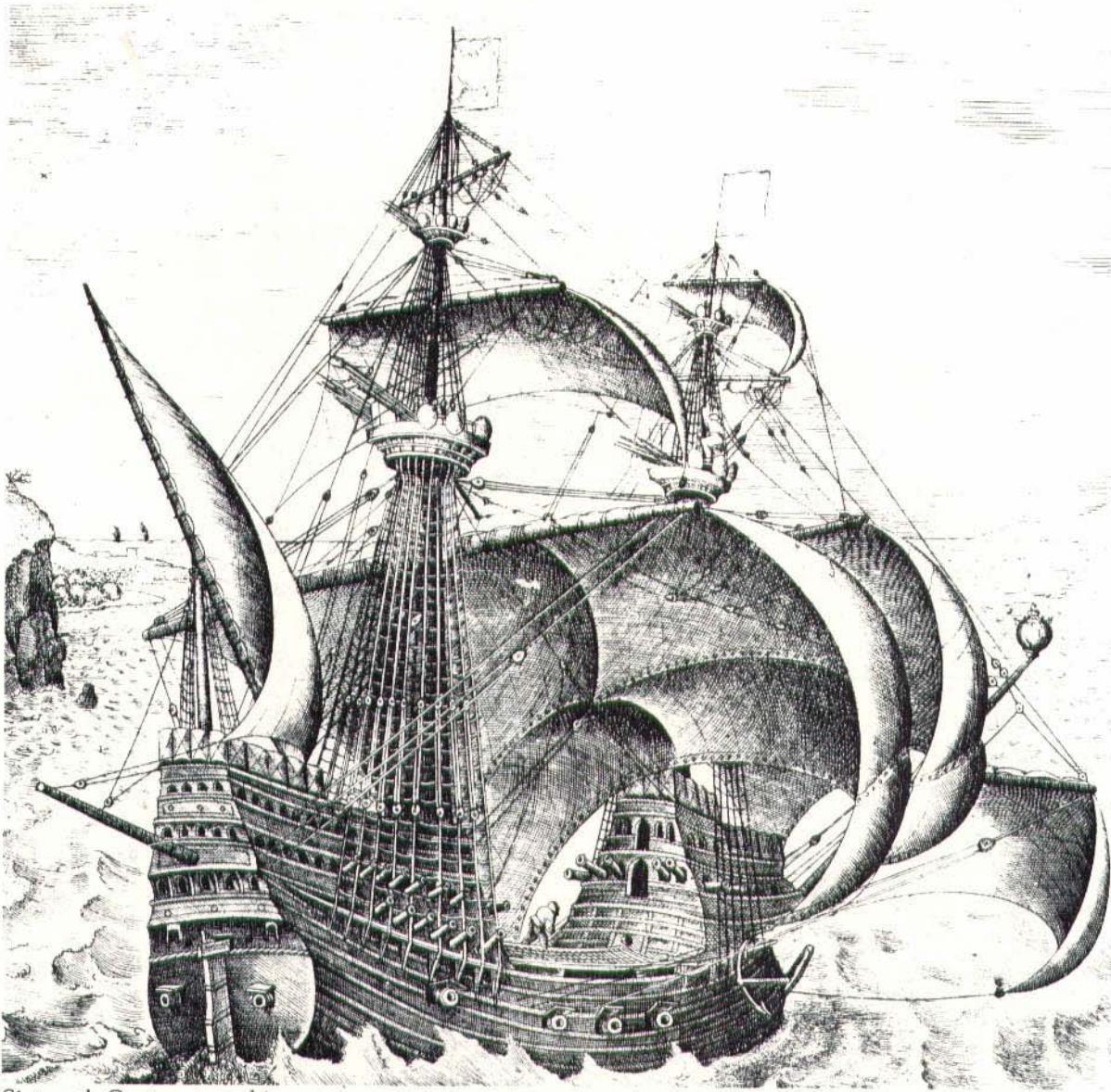


flict; it is the first of a series of outbreaks known as the *Fronde* (slingshot). Scottish Royalists try to renew the Civil War but are defeated at Preston (the Stuart kings were Scottish; Charles I was the son of James VI of Scotland and grandson of Mary, Queen of Scots). Parliament votes to put Charles I on trial.

1649: Charles I is tried, condemned, and beheaded. England is declared a commonwealth.

Cromwell invades Ireland. The Prince of Wales, in the Netherlands, proclaims himself Charles II. The French court flees Paris to escape the *Fronde*, but returns when a peace treaty is arranged. Sultan Ibrahim of Turkey is deposed and murdered by his son Mohammed IV.

1650: Charles II lands in Scotland, where he is recognized as King of England. The Marquis of Montrose, a Scottish Royalist general, is executed. The English begin drinking tea.



Sixteenth Century warship



Dynasties

Holy Roman Emperors

Hapsburg Line

Maximilian I	1493-1519
Charles V	1519-56
Ferdinand I	1556-64
Maximilian II	1564-76
Rudolph II	1576-1612
Matthias	1612-1619
Ferdinand II	1619-37
Ferdinand III	1637-57

Kings and Queens of England and Ireland

Tudor Line

Henry VII	1485-1509
Henry VIII	1509-47
Edward VI	1547-53
Mary I	1553-58
Elizabeth I	1558-1603

Stuart Line

Elizabeth had no offspring, so in 1603 the throne passed to James VI of Scotland, great-great-grandson of Henry VIII and the son of Mary, Queen of Scots.

James I	1603-25
Charles I	1625-49

Republican Interregnum

After the Civil War there was no king on the throne until the return of Charles II in 1660.

The Commonwealth	1649-53
The Protectorate	
Oliver Cromwell	1653-58

Richard Cromwell	1658-60
------------------	---------

Kings and Queens of France

Louis XII	1498-1515
Francis I	1515-47
Henry II	1547-59
Francis II	1559-60
Charles IX	1560-74
Henry III	1574-89

Bourbon Line

In 1589 Henry III died with no offspring and the throne passed to Henry Bourbon.

Henry IV	1589-1610
Louis XIII	1610-43
Louis XIV	1643-1715

Kings of Spain

Hapsburg Line

Charles I of Spain was the same man as Holy Roman Emperor Charles V.

Charles I	1516-56
Philip II	1556-98
Philip III	1598-1621
Philip IV	1621-65

Rulers of Russia

Before 1547 the title was Grand Duke of Moscow. In 1547 Ivan IV adopted the title Tsar of Russia.

Ivan III, "the Great"	1462-1505
Basil III	1505-33
Ivan IV, "the Terrible"	1533-84
Theodore I	1584-98
Boris Godunov	1598-1605

Romanov Line

From 1604 until 1613 Russia was in chaos, with no central ruler. In 1613 the Romanovs came to power.

Michael	1613-45
Alexis	1645-76

Popes of the Roman Catholic Church

Pius III	1503
Julius II	1503-13
Leo X	1513-22
Adrian VI	1522-23
Clement VII	1523-34
Paul III	1534-50
Julius III	1550-55
Marcellus II	1555
Paul IV	1555-59
Pius IV	1559-65
St. Pius V	1566-72
Gregory XIII	1572-85
Sixtus V	1585-90
Urban VII	1590
Gregory XIV	1590-91
Innocent IX	1591-92
Clement VIII	1592-1605
Leo XI	1605
Paul V	1605-21
Gregory XV	1621-23
Urban VIII	1623-44
Innocent X	1644-1655

The Pattern of Daily Life

Elizabethans believed that their society was rigidly stratified into classes and that there was little mobility from birth to death. In general terms and descending order those classes were the nobility, the gentry, wealthy merchants, common merchants, tradesmen and yeomanry, and laborers and peasants. Sump-tuary laws, left over from medieval times, made it illegal for a commoner to dress as a nobleman. A man's class was apparent in his clothing, his speech, and his bearing.

In fact, however, 16th and 17th Century society was surprisingly fluid. The old standard which traditionally measured the gentry—ownership of land—was giving way to the persuasive voice of ready cash. Any person who had the financial means to afford a life of luxury and idleness could join the ranks of the luxuriantly idle.

Opportunity was the key. It takes money to make money, as everyone knows, so opportunities for advancement were scarce to anyone born without access to capital.

The one road open to everyone was soldiering. The military life and its promise of loot has always beckoned those hoping to lift themselves out of poverty. During the wars of religion, there was plenty of opportunity for plunder and glory. Plunder could make a man rich and glory could earn him nobility; it was not uncommon for conspicuous heroes to be rewarded with titles and land, if they caught the fancy of their liege.

The Sexes

The 16th and 17th Centuries were male-dominated and chauvinistic. Men fought wars; men held public offices; men were scientists and artists and philosophers and merchants. Women were wives and mothers, with one exception: they could also be queens.

The obstacles that littered the path of an ambitious woman assured that those women who achieved any degree of power tended to be strong, intelligent, and determined. Queen Elizabeth, Mary, Queen of Scots, and Maria de'Medicis are three outstanding examples of

women who ruled countries and dominated the age.

There are very few queens, however, and many women. This is an area where the individual DM must apply his own creative leverage. Depending on how historical the campaign is, the DM has several options.

First, and least satisfactory in most cases, is a purely historical game where women have few strong roles to play. This will work if none of the players want to portray female characters. If anyone does want to play a woman character, her only real course is to be either a courtier or a serving maid. Good examples of both types can be found in Alexander Dumas's classic adventure novel, *The Three Musketeers*. Milady de Winter is a schemer and a spy, subtly manipulating events and people. Constance Bonacieux is a faithful serving lady to the queen. Both roles can be exciting and interesting to play, but they do not lend themselves to swashbuckling heroics. Such characters can go places that are denied to men, but are themselves kept out of many of the places men can go. This sort of character is recommended only for experienced role-players who are interested in intrigue, planning, manipulation, and mind games. By extension, if such a character joins the game, the DM needs to be willing and prepared to handle the challenge of keeping her interested.

The second option is to allow female adventurers as exceptional characters. History is full of cases of women disguising themselves as men and joining the army, or even of women joining the ranks of male-dominated society without deception. Anne Bonney was a notorious pirate of the period. Queen Christina of Sweden abdicated her throne to pursue a life of adventure. Why not a lady musketeer? In this setting such characters are outstanding, and will always be treated as exceptions; if a lady strolls by in doublet, breeches, boots, and baldric, she will draw unabashed stares and attention. For most campaigns, this is the best solution. It was popular in swashbuckling films like *At Sword's Point* and *Against All Flags*.



The third option is to throw historical accuracy on this topic to the wind and grant women equal status in society. Under this option, women can do anything men do. This is best in free-wheeling, preposterously heroic, swashbuckling campaigns where accuracy and realism take a far back seat to a good time.

Home Life

The details of daily living in the years 1550-1650 were not too different from previous centuries; a 14th or 15th Century laborer would have found many familiar sights in the home of his early 17th Century descendant. The stable traditions of home building and furnishing were evident throughout the period.

The same cannot be said about the homes of the wealthy; there, money was available to cover the high cost of changing architectural fashion and to pursue luxury. But even great luxury was not often accompanied by much comfort.

The Structure of Houses

Houses everywhere were built with whatever materials were available. The most common was wood, as forests abounded all over Europe. Wooden frames were almost universal, with walls of wood, wattle (wicker covered with stucco), or thatch. Roofs were commonly thatched or shingled with wood.

Where wood was not plentiful, other materials substituted. Stone, brick, and clay were more durable but also far more expensive than wood. Paris had many stone houses, particularly limestone, because limestone was quarried all around the city. The cost of such materials restricted their use for a long time to palaces, manors, and other wealthy residences. They slowly replaced wood as towns were repeatedly leveled by fire, rebuilt, and burned again. For the same reason, tile roofs eventually replaced thatch and wood shingles.

Houses in town were narrow and tall. Then as now, land to build on was much more valuable than the buildings, so the buildings got

taller and taller. If it was the shop of a craftsman, the ground floor was his workshop and store, usually with a large, shuttered window at front that served as the counter. Living quarters for the master, his family, apprentices, and employees were upstairs. If the building was tall enough, the uppermost rooms could be rented.

Many buildings also had cellars, usually used for storage but sometimes rented cheaply as squalid apartments.

Rooms close to street level were the best and the most expensive. As levels went up, rents and quality went down. Attic apartments were the worst. Most apartments were "furnished," but that meant they contained a chest, perhaps a table and stool, and something other than the floor to sleep on.

Doors were narrow, just wide enough for one person, and opened inward so they could be barred easily. Windows almost always had shutters which opened outward. Many windows had no glass. Leaded glass was heavy and expensive. Transparent glass gained popularity during this time, but the panes were small and fitted together with lots of cross-pieces. Waxed or greased paper was a cheap alternative.

A rural home was even more primitive. One large, smoky room served as house and barn. Animals were usually screened somehow from the main living area and in summer spent most of their time out-of-doors.

Chimneys became popular around 1600. Before then, smoke was left to rise through a hole cut in the roof, which it might or might not do, depending on the wind and its own caprice.

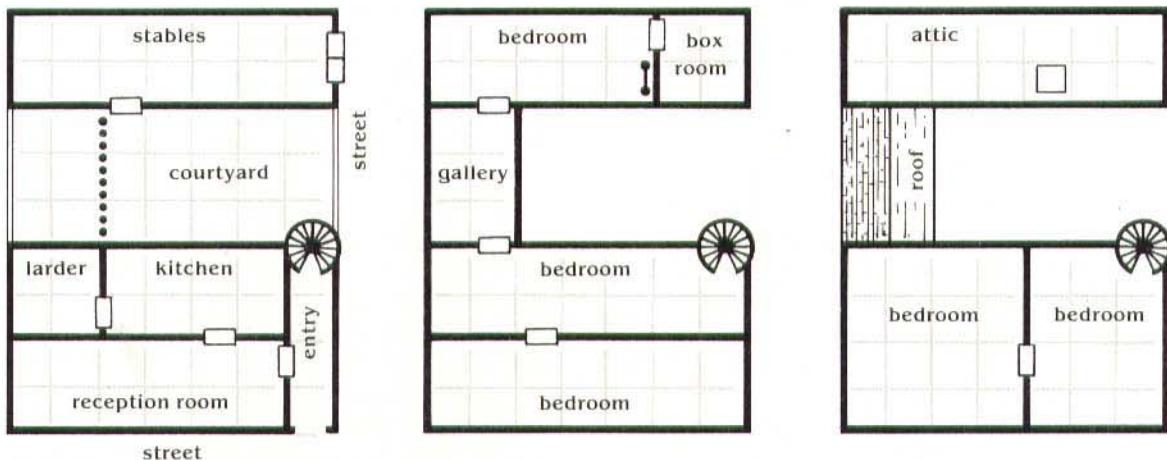
Villages clustered around a central square. The village church, often a relic of medieval times, could double as a fortress in time of trouble. Many towns were still ringed by their medieval walls.

Furnishings

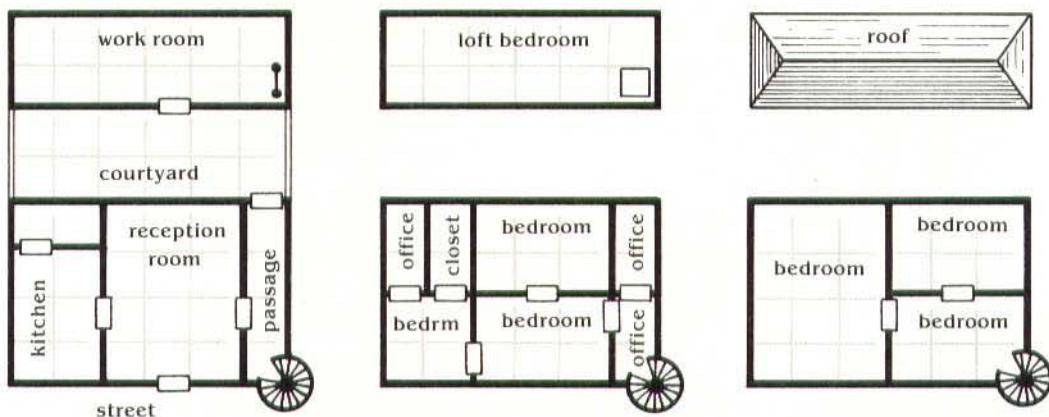
Furniture was sparse, even in wealthy homes. A farmer's house might contain a



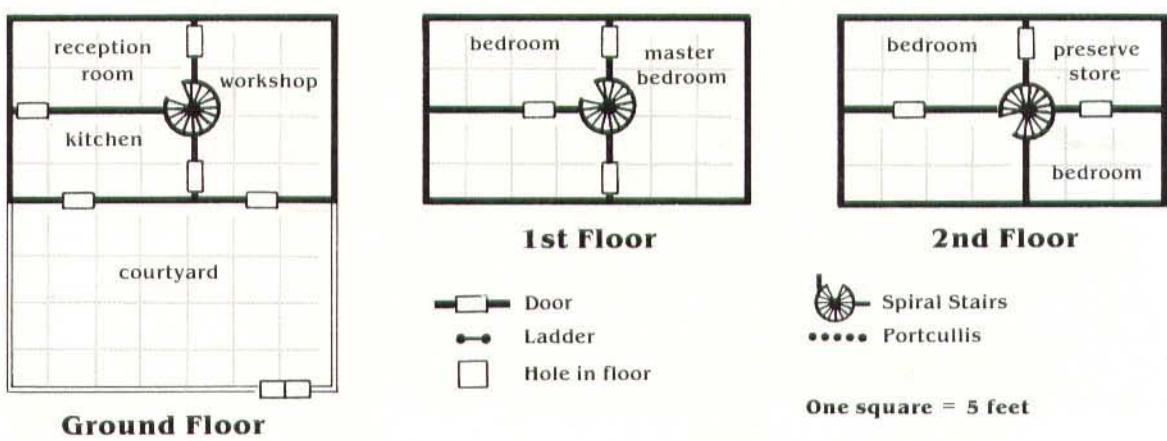
Town house with two sets of buildings and gallery



Town house with two sets of buildings



Town house with single building



- Door
- Ladder
- Hole in floor

Spiral Stairs
 Portcullis

One square = 5 feet



table, a bench, an iron pot, a cauldron, a basin, a pail, some barrels, tubs, and wooden or earthenware plates, no more. In town the furnishings might be a table, a bench, some stools, an iron pot, a basin, several chests, and a bed.

Chairs were almost unknown. People sat on benches, three-legged stools, chests, window seats, and floor cushions. If a house had chairs, they were reserved for the head of the house or distinguished guests. Tables were narrow and either "joined" (i.e., permanently assembled) or "trestle" (planks laid loosely across barrels or frame legs).

The fireplace was the center of the home, symbolically if not literally. Cooking was done over the open fire, with meat on a spit and vegetables seethed in a hanging iron pot.

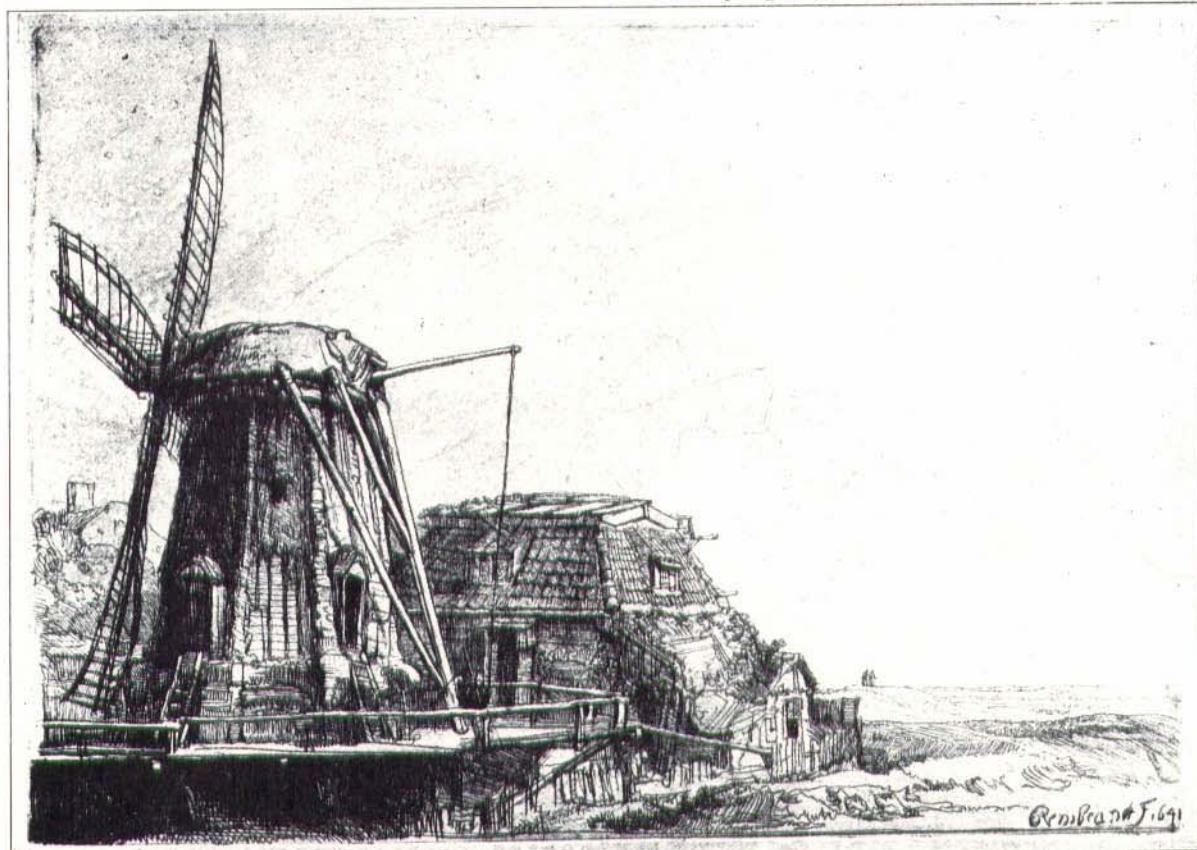
Fireplaces were fine for cooking but wretched for heating. In cold weather the only warmth to be found was near the fire and even

then the vicious draft created by inefficient chimneys pulled an icy breeze through the house which chilled everyone's backside. A table could be drawn up by the fire and a bench or stools set along only the near side so everyone could keep warm while eating. Some benches were equipped with a wicker box along the front to prevent stocking legs from roasting or catching fire from drifting embers.

Braziers were also used for heating. These could be filled with hot coals and then placed where needed. At least it would keep someone's feet warm away from the fire.

Stoves or ovens of brick were the best heaters. They were most common in Germany.

By the 17th Century, feather beds were considered the only civilized way to sleep. A bed consisted of a wooden frame crisscrossed with ropes which could be tightened or loosened for varying support (giving rise to the saying,



Windmill, sketch by Rembrandt



"sleep tight"). A straw-filled mattress covered the ropes and one or two feather mattresses covered the straw. The whole bed was surrounded by four posts supporting curtains. At night the curtains would be pulled snugly closed, chiefly to keep out drafts but also for privacy. A sheet was also suspended across the top of the posts to catch spiders and insects dropping from the ceiling.

Almost everything was stored in chests, which also doubled as seats, nightstands, and washing tables. Small cupboards were hung on walls and wealthy families lined their walls with bureaus and buffets. Closets did not exist. Rare was the bureau or cabinet that did not have at least one secret compartment for hiding valuables.

Privacy was almost nonexistent in these one-room homes. Family life was communal and close.

The wealthy and the noble, of course, had things quite a bit better than the laborers and the poor. The hall house was a common manor. It had a central hall for eating and entertaining, surrounded by smaller rooms. These rooms were often named to reflect their occupants or important events. Elaborate mansions had libraries, drawing rooms, private rooms, salons, and galleries.

Manor floors were uncarpeted wood or stone. Carpets were more often found draped over tables or chests than on floors. Stone floors were covered with rushes, but these typically accumulated until they stank. Aromatic herbs would be added in summer to cover the smell.

Walls were covered with tapestries or the cheaper alternative, painted cloths. Oak paneling was common also and, when new, was much lighter in color than what we see now in photographs and on museum tours. Tapestries were filled with bright colors and furniture and trim was painted in bright reds, golds, and greens to cheer up dimly lit interiors.

Eating and Drinking

Common people ate from wooden plates and drank from wooden bowls, but silver plates and furnishings were enormously popular with everyone else. Knives and spoons were used for eating, aided generously by the fingers. Italians used forks, but the clumsy utensils were considered foppish and odd everywhere else.

Drinking vessels of glass or china were the most expensive available. Silver and pewter standing-bowls (large goblets) were common, as were stoneware jugs and tankards; wooden, pewter, and horn bowls also saw wide use.

The placement of the salt at the table indicated prestige; those seated near the salt held the place of honor. Salt containers were often very large and ornate as a result, so they could be easily seen.

Breakfast was eaten between 6 and 7 A.M., dinner at 11 or noon, and supper at 5:30 or 6. Dinner was the main meal, supper was a lighter version of dinner. Men wore their hats at the table.

Sanitation

While 17th Century folk understood that cleanliness was good, their idea of cleanliness did not match 20th Century standards.

Bathing was done in a wooden or metal tub before the fireplace, as infrequently as possible because of the discomfort and hassle. Chamber pots were routinely emptied out the front window into the street. Toothbrushes did not exist but most people at least wiped their teeth with cloths or used toothpicks.

Cities were overrun with lice, ticks, fleas, and rats. Not even the best noble houses were free from such pests.

Plague was a constant threat, one which contemporary medicine was totally unable to deal with. Quarantine could keep the infection out for a time, but eventually would fail. Remedies varied from magical charms to hot onions to strong liquor to great coal bonfires intended to burn the infection from the air. When the great plague broke out in London in 1665, the city



was shut down by death and evacuation. Nearly every door bore the telltale painted message, "Lord have mercy upon this house." It is impossible to estimate the death toll, but 100,000 deaths in the city and as many more among people who fled the city is reasonable—this from a starting population of only 500,000. Smaller plagues struck Paris in 1562, Europe as a whole in 1563, Italy in 1575, London in 1592, 1625, and 1630, Spain in 1599, all of England in 1603, Bavaria in 1633, and sporadically throughout Germany all during the Thirty Years War.

Cities were often shrouded in dank, sulfurous smoke and ash from the many coal-burning braziers and stoves used for heating and cooking.

Clothing

No other indicator of social rank was as immediate and universal as clothing. A single glance was enough to distinguish the merchant from the farmer, the laborer from the artist.

For the poor, dress was not a luxury but a necessity. It was his protection against the elements, and nothing more. Coarse wool and linen tunics and stockings were universal. Peasants went barefoot when they could and wore wooden shoes or rags when the temperature dropped below barefoot level. Most people understood that clothes had to be kept clean and mended and that changing clothes regularly led to better health.

Fashion is as much an issue of timing as substance. There is no point in wearing the right clothes at the wrong time, or after the fashion changes. And before the 18th Century, fashion did not change rapidly, although it did change steadily, especially for men.

Men's Fashion

In 1550, Spanish costume was fashionable across Europe. This consisted of a close-fitting doublet, padded hose, a short cape, and a high collar with a small ruff, all in dark material. The doublet was a snug, long-waisted waistcoat with a padded front. It was but-



Sixteenth Century English attire



toned from the collar to the waist, and belted. Slashed and quilted doublets gave way to simpler designs toward 1650. In cool weather a smaller, simpler waistcoat was worn under the doublet. A mandilion, cassock, riding coat, or gaberdine was worn over the doublet in cold weather. All of these surcoats were loose fitting, with wide sleeves.

The skirt of the doublet flared out over breeches, which fastened to the doublet. Breeches reached to just above or below the knee, and puffed out to varying degrees depending on the current fashion, sometimes becoming so large they resembled melons. Men's footwear consisted of shoes, pumps, slippers, startups (high shoes), boots, and buskins (knee boots).

Men wore hats on all occasions. Most had a broad brim and flat crown, though high, conical crowns and uncocked brims were also fashionable. Hats were trimmed with ribbons, feathers, and other decorations. Gloves and kerchiefs were kept in them. A hat was even defensive, often being used to parry an attack or confuse an opponent. Apprentices wore caps, often required by law.

Beneath their hats, men wore their hair long. Full beards were considered strange and barbaric, but pointed and waxed beards in the Vandyke style were popular.

Finally, no gentleman would appear in public without a rapier and a dagger at his side. This was not only a fashion statement but a matter of survival in a world filled with thugs, footpads, and jealous husbands.

Women's Fashion

Fashion for ladies was much more stable than for men and changed very little throughout this period. It consisted basically of a bodice and a skirt.

The bodice was very tight at the waist, with a square neck until about 1615. Necklines varied from the extremely low to the extremely high, depending on both fashion and the wearer's modesty. Sleeves were long and snug, with the exception of the "leg of mutton"

puffed sleeve with its enormously exaggerated shoulder and upper arm. The bodice could be exchanged for a heavily-embroidered doublet, especially for outdoor activities like riding or hunting.

The skirt was suspended from a single wire, wood, or whalebone frame called a farthingale. From this it fell straight to the floor. Any number of petticoats could be worn, depending largely on the weather.

A lady's head was almost always covered with a hood, a hat, or a lace handkerchief. Lace, in fact, could be found almost everywhere: on cuffs and collars, as piping, on petticoats and kerchiefs.

Makeup was both popular and inexpensive. Two unusual customs were face painting and facial patches. Colorful shapes of stars, moons, dots, crescents, even complete pictures (horse-drawn carriages, sailing ships, hunting falcons) were cut from the patches and glued to ladies' faces.

Ladies' hair was most often worn piled atop the head, and the higher the better. One contemporary writer noted that the ladies' goal seemed to be to appear as if their eyes were peering out from their midsections.

Ruffs

Perhaps the most unusual, and most subject to fashionable change, article of both men's and women's dress was the ruff, or ruffled collar. From its humble Spanish beginnings, the ruff grew, and grew, and grew, until it reached enormous proportions.

At various times and places its size was limited by royal decree or even law, both for reasons of safety and to prevent an area from being ridiculed by its neighbors. Churchmen tried to ban persons wearing enormous, starched ruffs from religious services, but met with defiance and derision.

For the most part, of course, ruffs were reasonable in size: perhaps three inches wide and two inches high. But at times they could be found as much as nine inches wide, and nearly as tall in back as the wearer's head.



Religion

Obviously, in an era called “the age of the wars of religion,” a person’s religious beliefs could be a bone of contention.

Modern readers must understand that from the Dark Ages through the middle of the 17th Century, religion was much more than a system of beliefs and faith. It impacted every aspect of life. Religious activities and observances were part of the daily routine. The bond of religion was a unifying force much stronger than language or culture or national identity. Most people believed that it was more important for the citizens of a country to all be the same religion than to speak the same language.

The Reformation broke that religious unity. By the time of the Council of Trent in 1555, six major religious groups existed in Europe: Roman Catholics, Lutherans, Calvinists, Anabaptists, Jews, and Moslems. Anabaptists and Jews were minorities everywhere; Moslems lived only in Ottoman Turkey and the Levant, though Islamic merchants visited Venice and other Mediterranean ports. Pockets of the Eastern Orthodox church still existed within Ottoman territory.

Religious intolerance was the norm. Allying or trading with heretics was likely to get a person or country shunned, but it could be done carefully.

This does not mean that Catholics and Protestants regularly brawled in the streets like gangs or drew their swords whenever they met. They rarely had the opportunity because, for the most part, they lived separately. Spain, Italy, and France were Roman Catholic; England, Sweden, Denmark, and the Netherlands were Protestant; the Holy Roman Empire was a mix of both.

The Inquisition

There were, in fact, two inquisitions: the Spanish Inquisition and the Roman Inquisition. Both were tribunals charged with seeking out and dealing with heretics.

In Spain, the Inquisition had begun in the

15th Century during the long war to drive out the Moors. This war created such a powerful Catholic identity in Spain that the two were inseparable. Spain, once one of the most tolerant countries in Europe, became one of the least tolerant. Every Spaniard had to be Catholic, but a general sense of paranoia meant no one’s faith could be taken for granted; Moslems and Jews (so it was believed) could pose as Catholics and undermine the foundations of Spanish life. Ultimately the Inquisition was established in all lands ruled by Spain and turned against Protestantism.

The Roman Inquisition was not as far-flung or as notorious as the Spanish Inquisition. It was begun in 1542, but the Papacy was never able to establish it outside of Italy.

Both inquisitions used torture; heresy was considered the worst crime of all. Both could sentence heretics to be burned alive.

Even England had its High Commission to bring reluctant Catholics—“recusants”—into the Anglican church, though it was nothing like the Inquisition.

Religious leaders everywhere regulated books and pamphlets, prohibiting the faithful from reading anything that was considered blasphemous or heretical.

It is possible for PCs to be scooped up by the Inquisition, especially if they have had dealings with sorcerors, alchemists, or astrologers, have attacked or interfered with church representatives, or have acted strangely in any way. In such cases, they are advised to bribe or break their way out of prison quickly and put as much distance as possible between themselves and their troubles.

Education

Literacy at this time was common among the well-to-do, not so common among the peasants. Most people in the middle classes could at least read painstakingly and slowly.

Grammar schools existed mainly to teach Latin. Universities and learned societies taught civil and ecclesiastical law, philosophy, arithmetic, and rhetoric. Notable by their



absence are history and science. People interested in these subjects generally had to do their own research and teach themselves or find a suitable tutor.

Commerce

The Elizabethan Age sat in the midst of a tremendous commercial revolution which began in the 14th Century and ran until the 18th. It was a growth of trade, of buying goods in one place and transporting them to another where they could be sold for a higher price. This simple concept, put into practice, led directly to the development of banking, credit, factories, and the middle class.

The opening of overseas trade was also underway. Commodities of all sorts poured into Europe from both East and West. Most significant of these was the gold and silver from the New World which financed Spain's adventures around the globe.

Unfortunately, this influx of precious metal led to steady inflation. Between 1550 and 1600, prices roughly doubled across Europe, with local variations. The increase slowed down after 1600 but by 1650 prices had increased again by at least 20 to 30 percent.

Then as now, inflation helped people who invested their money in goods or who borrowed money, and hurt people who had lots of cash or who loaned money. In Elizabethan times, it worked specifically in the merchants' favor and against the journeymen and wage-earners, whose pay never increased as fast as inflation.

Money

A bewildering array of coinage changed hands in Europe during this period. Each country had its own coins. Fortunately, their value was based on the weight of precious metal they contained, so moneymakers could assess a coin easily by placing it on their scales (one takes it on faith that the moneymaker's scales are honest).

The most common coins and their values

Currency Table

Spanish

	Doubloon gold	Peso silver	Real silver	Maravedi copper
Maravedi =	—	1/272	1/34	1
Real =	1/128	1/8	1	34
Peso* =	1/16	1	8	272
Doubloon =	1	16	128	4,352
£ =	1/4	1	8	272

* Also called the piece of eight.

Dutch

	Ducat gold	Lion silver	Guilder silver	Stuiver copper
Stuiver =	1/100	1/40	1/20	1
Guilder =	1/5	1/2	1	20
Lion =	2/5	1	2	40
Ducat =	1	2 1/2	5	100
£ =	1/2	1 1/4	2 1/2	50

French

	Crown (Ecu)	Livre silver	Pistole silver	Sou copper
Sou =	1/50	1/20	1/15	1
Pistole =	1/4	3/4	1	15
Livre =	1/3	1	1 1/3	20
Crown =	1	3	4	60
Louis d'Or* =	3	9	12	180
£ =	1	3	4	60

* The Louis d'Or is gold.

English

	Guinea gold	Crown silver	Shilling silver	Penny copper
Penny =	1/252	1/60	1/12	1
Shilling =	1/21	1/5	1	12
Crown =	—	1	5	60
Guinea =	1	4 1/5	21	252
£ =	—	4/5	4	50



The Goldweigher, sketch by Rembrandt

are listed on the Currency Table. This list is by no means complete. DMs are urged to use the coins by name and be sure to give PCs a wide variety in every transaction.

For the sake of convenience, all these currencies have also been translated into an equivalent value of French ecus (crowns, £) or Spanish pesos, which are of equal value.

Law

Law originated from the kings and sovereigns of the land, but most of it was formally codified and defined. Cases were heard in courts and managed by lawyers. Different types of courts were established for different types of cases: the Court of Wards and Liveries dealt with cases involving infant wards and orphans, the Court Leet was a sort of police court which handled trivial cases, the Court of Pie-poudres handled cases which arose in the marketplace, etc.

Legal procedures of the time were even more arcane and mysterious to nonlawyers than they are now. Several different languages had to be used, depending on the purpose; many of the terms were Latin, and records might be kept in Latin or French.

Lengthy debates would be sparked during trials over trivial matters of semantics and context that had no bearing on justice. Proceedings often degenerated into gigantic intellectual games. The verdicts which were reached by this process sometimes bore very little relationship to reality.

Rarely was the person charged with a crime actually questioned in court; only witnesses were questioned. A defendant might be questioned before trial with the intent of producing a confession. In most places torture was considered a legitimate means of getting at the truth in serious cases, treason and heresy being the most serious of all. This practice was challenged by many writers, especially in witchcraft cases. One went so far as to claim there was hardly a bishop or a prince in the Empire who would not admit to witchcraft under the tortures which were applied.

In addition to lawyers' fees, suitors were also expected to pay the judge's expenses. While this encouraged suitors to keep cases short, it encouraged judges to accept any and all cases, no matter how trivial.

Judges and lawyers wore gowns which could be quite colorful, not just solemn black. Most judges were forbidden from carrying weapons, though undoubtedly many did.

Felony cases were usually punishable by death, and that was a common sentence. Around 1600, more than 800 felons were hanged annually in London alone. A felony could be anything from high treason to theft exceeding one shilling (one-fourth of a peso) in value. For treason a person could be hanged, drawn, and quartered; for witchcraft, burned alive. Whipping, mutilation, amputation, and drowning could be assigned for lesser offences.

A peculiar exception to these penalties, and one which may prove very useful to player characters, is "benefit of clergy." A defendant who could read and write was often allowed to substitute imprisonment or branding for execution.



Medicine

Licenses to practice medicine were granted by the church. Medical education, however, was undertaken by universities, the best being those at Padua, Heidelberg, Leyden, Basle, and Montpelier. There was no official internship but most aspiring doctors began their careers by working with an established physician.

In spite of all this, mankind's understanding of real medicine was woeful. Superstition played a larger part than science. Some folk remedies had real recuperative properties but most were useless, if not actually harmful.

The prevailing view was that a person was composed of four "humors": blood, phlegm, choler (urine), and melancholy (feces). An imbalance made a person sanguine, phlegmatic, choleric, or melancholy, and a serious imbalance made a person sick. The cure, logically enough, was to restore balance: a sanguine person would be bled, a melancholy person would be given laxatives.

Physicians specialized in treating illnesses and humor imbalances. Surgeons, on the other hand, dealt with those cases where blood would be spilled. They were generally held in lower regard than physicians because dissection was considered vulgar and impious, but dissections led surgeons to be scientific in their research, a definite step forward. Many barbers were also licensed to pull teeth and bleed sanguine patients.

Apothecaries mixed and sold drugs and medicines. They were generally honest, but who's to say what might be found at the bottom of the back shelf?

Remedies for diseases and ailments can range from the simple (rest and quiet) to the absurd (breathing the vapors of burning dill and feathers while closed inside a pickling barrel). It seems that nothing was too outlandish.

Science

During this period science struggled valiantly to overcome the traditional beliefs and

superstitions which ruled men's thoughts. Astounding things could be learned by carefully observing the simplest phenomena. The real obstacle was not the scientific method, which was well-understood, but the closed minds of men.

The most startling discoveries were made in the fields of astronomy (Copernicus's theory that the earth and planets revolve about the sun) and physiology (Harvey's discovery that blood circulates). But other sciences and pseudo-sciences were also active: astrology, chemistry, alchemy, mathematics, and botany were practiced by learned men and taught at prestigious universities.

Astronomy

From the 2nd Century all astronomy was based on the theory of Ptolemy, that the Earth was the center of the universe and all other heavenly bodies revolved around it, fixed to transparent, concentric celestial spheres.

In 1543, a polish student named Copernicus lay dying. From his death-bed he sent off the manuscript for a landmark book, *De revolutionibus orbium coelestium*, in which he accounted for the observed motions of the planets by assuming that the Sun, not the Earth, was the center of the Solar System.

Copernicus knew that this idea bordered on heresy, so he couched it in very tentative terms, calling it only a "hypothesis" and stating, "It is not necessary that hypotheses should be true, or even probable: it suffices that they lead to calculations which agree with observations."

Ultimately, that is what happened. The Ptolemaic system could not explain the observations of men like Brahe, Kepler, and Galileo, and the Copernican system could. Gradually it won over men of science, even though it was officially opposed by Rome.

Astrology

Belief in astrology was still common, although it was regularly attacked by pamphlet-



eers and learned men. (When Gustavus Adolphus was born, his father Charles IX of Sweden asked the illustrious astronomer Tycho Brahe to produce a horoscope; Brahe, a man of science, cautiously responded that there was a chance the boy might someday become king.)

Astrology was divided into three branches: horary, judicial, and natural. Each branch dealt with a different aspect of life and required a different sort of observation. Horary astrology answered questions about immediate concerns and business. Judicial astrology predicted upcoming events months, or sometimes years, in advance. Natural astrology foretold a man's destiny from the planets' configuration at his birth.

Player characters may want to consult an astrologer at some time during the game. Such a visit is excellent material for role-playing. The reliability of the prediction is up to the DM, but remember—Elizabethans believed in the power of astrology. If all of the astrologers in the game are always wrong, characters will quickly stop consulting them.

Alchemy

Chemistry as we know it did not exist at this time, but alchemy was well-established. Its underlying assumption was that everything, everywhere, is made of primary matter, a sort of universal stuff which can take on a multitude of forms. These forms were classified according to whether they were hot or cold, dry or moist. The four conditions could join together in four ways: hot and dry, hot and moist, cold and dry, cold and moist. These four combinations corresponded exactly to the four elements from antiquity: fire, earth, air, and water. But these were not considered elements in our modern sense of the word. They were simply conditions in which everything existed.

If the elements were balanced in a substance, that substance was perfect and its elemental character was hidden. If one element predominated, that substance was imperfect

and had elemental characteristics. Metals, for example, were considered nearly perfect, being a balance of earth, fire, and air. Gold was the most perfect metal of all.

Alchemical reasoning was by analogy. Thus:

- when the elements are balanced in a human body, that body is well;
- when the elements are imbalanced in a human body, that body is ill;
- among minerals, the elements are perfectly balanced in gold—gold, therefore, is like a healthy body;
- among other minerals, the balance of elements is not perfect;
- if the balance of elements in base minerals could be perfected, those minerals would "heal" like the human body and become gold.

This type of analogy guided the search for all sorts of "cures." The two most powerful were the philosopher's stone and the elixir of life. Both, through their powerful attractive properties, could impose perfection on imperfect but purified matter: the philosopher's stone on mineral matter, the elixir on living matter.

It must be stressed that transmuting base metals into gold was not the sole purpose of alchemy. It was a scientific discipline aimed at understanding the nature of structure and existence. Until sufficient knowledge had been gathered to construct the periodic table of elements, alchemy was a well-reasoned alternative.

It was also fertile ground for charlatans. Many of the best-known alchemists were nothing more than con-men who duped wealthy patrons into subsidizing their research with the promise that they would share in the riches and glory which would surely result.



If the DM decides that alchemy is legitimate in his campaign, then one dose of full-strength elixir of life (*aqua vitae*) has these effects: it cures blindness, deafness, disease, feeble-mindedness, insanity, infection, infestation, poisoning, and rot; it restores 2d4+2 hit points; it reduces the imbiber's age by 1d4+1 years and restores a sense of youth and vigor; it restores full vitality despite exhaustion, hunger, and thirst, and continues to do so for seven days; and for the next 30 days the imbiber recovers one hit point per hour of rest. The elixir may have only some of these effects if it is from a less-than-perfect batch.

The philosopher's stone has the effects described on page 176 of the *Dungeon Master's Guide*. An alchemist, not a wizard, is needed to bring about transmutation.

Pastimes

Among the nobility and the gentry, certain leisure activities enjoyed great popularity: hunting, particularly with hounds on the chase; falconry or hawking, which was phenomenally popular among country folk; coursing (dog racing); fowling (hunting and trapping birds); angling (fishing); fencing and swordplay of various types and schools; riding; bearbaiting and bullbaiting (pitting a single bear or bull against half-a-dozen or so fighting dogs); cockfighting; dancing (much to the concern of the Calvinists); athletic games (running, jumping, swimming, wrestling, gymnastics, ball games); and card games and gambling.

Among ball games, tennis deserves special mention. It was particularly popular in France and England, but was played everywhere. It was a game which could be played by both gentlemen and adventurous ladies. Even the Three Musketeers enjoyed an occasional match of tennis.

Gambling

Gambling was a way of life for Elizabethans. While it was discouraged or even con-



The Rat-killer, sketch by Rembrandt

demned by certain people and religious groups, it thrived among the masses of gentlemen, adventurers, commoners, and soldiers.

Diceplay was the most common gambling game, with card games a close second. But anything with an uncertain outcome was fair game: cockfights, bearbaiting, wrestling matches, tennis matches, duels, battles, the weather, even romance.

Most player characters must gamble a certain amount of cash every month; exceptions are noted in the character kit descriptions. At the end of every game month, every character must check his gambling results by rolling 1d20. If the result is 11 or more, he wins money that month; if it is 10 or less, he loses money. If the character makes a successful gambling proficiency check before the roll, he can add 1 to the die roll.

To determine how much the character wins or loses, find the difference between his die roll and 11. Multiply this number by the base amount that he must bet (which depends on his character kit—see Chapter 3). The result is his profit or loss for the month, which must be added to or subtracted from his cash immediately. Note that if he rolls 11 exactly, he nei-



ther wins nor loses any money.

Winnings are in cash, unless the Dungeon Master says otherwise. The DM can substitute anything for cash, as long as the value is equal: an animal (horse, hunting dog, falcon), a saddle and riding gear, jewelry, a fine weapon. Do not substitute junk; gambling plunder should be worth gambling for. Ideally it should further the adventure or generate a new one. A gentleman who has gambled away his lady's jewels might be willing to work for their return; an adventurer who has lost his horse and gear or his gilt baldric and rapier might set an ambuscade to get them back.

Losses must be taken from cash first. Once the character's cash runs out he can sacrifice possessions, but at 10 percent below the item's listed value. The DM can raise or lower this percentage as he sees fit but, as usual, should

strive for fairness. If the player tries to unload junk, value it low; if he gives up something rare, he should get more than its list price.

If a character either cannot pay or refuses to pay his gambling debt, he is disgraced; see Honor in Chapter 3..

Characters can also gamble during the course of play, hoping to increase their winnings or offset their losses. They can gamble with other PCs or with NPCs at inns, barracks, or during other encounters.

Five gambling games are described below: four dice games and a card game. All but "climbing the ladder" are historical. In most cases, however, existing information on these games is sketchy; several holes have been filled to make the games playable.

Hazard is played with two six-sided dice. The thrower is chosen (either randomly or by



Three Gabled Cottages, sketch by Rembrandt



taking turns) and a wager is agreed on. The thrower calls out his *main* (a number from 5 to 9 inclusive) and then rolls the dice. If the number rolled is the main or 11, the thrower wins. If the number rolled is 2 or 3, the thrower has *nicked out* and he loses. If the thrower has neither won nor nicked out, the number he threw becomes his chance and he continues rolling until he either wins by rolling his chance or loses by rolling his main. A wager must be agreed upon before calling out the main, and can be increased by mutual consent before every roll.

Novum is played the same as Hazard, but the main is always 5 and the thrower wins if his first roll is 5 or 9.

Passage is played with three six-sided dice. Any number of people can play. The players alternate throws. The winner is the first player to throw a combination that contains doubles and tallies 11 or higher. For example, a throw of 3-3-5 is a winner but 4-4-2 is not.

Climb the Ladder uses a full set of polyhedral dice and is played by two players. After agreeing on a wager, the first player throws a four-sided die. The number rolled becomes the *mark*. The second player must equal or beat the mark (*match the mark*) with a six-sided die. If he does, the amount of the wager doubles and the higher number becomes the new mark. The first player must now equal or beat the mark with an eight-sided die. Each time a player *matches the mark*, the mark increases to the higher number, the amount of the wager doubles, and a larger die is used. The progression is d4—d6—d8—d12—d20—d100. Once percentile dice are reached, players keep rolling the same dice but the mark continues to increase. The game continues until one player fails to match the mark and must pay whatever value the wager has reached.

Primero is a card game. The deck (*pair* or *bunch* in Elizabethan jargon) contains four suits of cards numbered from one to seven (identical to a modern deck with all the cards higher than seven removed and aces used as ones). Each player is dealt four cards. Betting

can occur before the deal, after each card is dealt, after all cards are dealt, or any combination of these. All players then reveal their cards, and the hands are judged. The best hand is the *flush*, which contains cards of all one color (not necessarily all the same suit). The next best hand is the *prime*, which contains one card of each suit. If there is no flush or prime, the value of the cards is tallied as shown below and the player with the highest point value wins. If there is a tie, no one wins and the pot carries over to the next hand.

ace	16 points
2	2 points
3	3 points
4	4 points
5	15 points
6	18 points
7	21 points

At the beginning of a formal game, each player of *primero* must declare his *rest*—the amount of money he has brought along and is willing to lose. If he loses all that money, he is out of the game. Characters with little regard for formalities may waive this rule.

Travel

Assuming that marauding bands of soldiers were not ravaging the countryside, travel at this time was common and frequent. Roads regularly carried lawyers and judges on their circuits, merchants between towns, actors and traveling shows, sick people on their way to spas, and young men on their way to university or adventure.

Major towns in Europe were connected by roads, minor towns by mere tracks. Most roads were rutted, pitted, and full of holes and puddles. Good roads were rare, and bad weather could make the best roads impassable to carriages and coaches. If the ruts became too deep the road might eventually be leveled by being shaved down and the excess dirt piled alongside. Over the years, this process created many sunken roads.



The movement rates described in the *Dungeon Master's Guide* are appropriate for this period.

A gentleman riding a horse would typically travel 20 or 30 miles before stopping at an inn for the evening. Traveling 40 miles per day on horseback was considered fast and hard on the horse. Even so, a government courier or post-rider carrying official dispatches could cover 70 to 150 miles per day with regular horse relays and good weather.

A horse could be rented for a round trip, but it was often better to buy a horse and sell it at the journey's end, especially for one-way travel.

Elaborate four-wheeled carriages were used by royalty and nobility. With open sides and no springs, the ride was quite uncomfortable.

Public coaches seating six to ten people were common in France, Holland, Germany, and Poland. The coachman charged a flat rate for the trip, which was divided evenly between the passengers. A coach usually waited for a full load before departing, unless one of the passengers was willing to pay more than his share of the cost in exchange for a quick departure.

Freight carriers using pack animals, carts, or wagons were a regular sight on the roads. They followed established schedules and often maintained their offices in a tavern or inn. They carried freight, private mail, and sometimes passengers.

Most reputable inns were large and comfortable. Some could house as many as 300 people, plus their animals and vehicles. They

provided clean sheets, excellent food, and good service. Inns tended to be very safe because, in most areas, the innkeeper was responsible for any losses suffered by his guests. French and English inns were especially good; inns in northern Germany had a reputation for rude innkeepers, poor accommodations, and bad food; southern Germany and Spain had adequate inns, but traveling through Spain was considered unwise because of the Inquisition; in Poland the inns provided only benches for sleeping on, so travelers usually carried their own bedding.

The greatest tourist attraction of all was Venice. It had declined as a European mercantile power but was still the leading port for Eastern trade, in spite of having to pay tribute to the Turks. Its beauty and culture were unsurpassed in Europe.

Hazards

Even if the inns were safe, traveling often had risks.

Much of Europe, and the Empire in particular, was covered with dense forests where outlaws lurked. Highwaymen were well-known. Most were discharged soldiers or servants, but occasionally a young adventurer of good breeding would turn to highway robbery for excitement. There were also outlaw gangs, and these were not nearly so romantic or genteel as the highwaymen. Generally, though, robbers wanted only their victims' cash, not their horses, weapons, or other possessions; only the poor were safe.

In the east (Poland, Transylvania, the lands around Prague and Vienna), Turkish raiders were a constant threat. Christian captives were regularly auctioned in the slave market at Constantinople.

Travel outside of Europe—to Turkey, the Levant, even Egypt and India—was possible but adventurous. Only caravans had any safety from bandits. Food and lodging were plentiful and cheap; the biggest expenses were the ubiquitous beggars and constant bribery for safe passage.



Officers viewing an army on the march,
etching by Stefano della Bella



Equipment Lists

Clothing

Belt	R3
Boots, thigh-high	£2
Boots, low	R5
Breeches	£1
Cap	R1
Cloak, cloth	R8
Cloak, fine fur	£30
Doublet, silk	£50
Doublet, wool	£20
Gloves	R5
Hose	£1
Sash	£1
Shoes	R8
Surcoat	R6
Sword scabbard and baldric	£2

Daily Food and Lodging

Ale (gallon)	R2
Ale (mug)	£1

Inn room, per day

average R5

poor £3

Lodging, average, 1 month

£12

Lodging, poor, 1 month

R6

Meals, per day

excellent R5

common R3

poor R1

Sack (wine), pitcher

R2

Stable and grain, 1 month

£3

Tack and Harness

Bit and bridle

R15 3 lbs

Halter

£3

Saddle

Pack £3 15 lbs

Riding £6 35 lbs

Saddle bags

large £2 8 lbs

small R30 5 lbs

Saddle blanket

R3 4 lbs



London Bridge



Transport		Armor	
Carriage	£80	Back-and-Breast	£100
Coach	£4,000	Breastplate	£70
Coaster	£5,000	Buckler	£2
Galleon	£50,000	Buff coat	£2
Wagon	£45	Burgonet	£7
Miscellaneous Equipment		Gauntlets	£9
Barrel, small	£1	Lobster-tail	£4
Barrel, large	£3	Morion or cabacete	£4
Blanket, heavy	R5	Tassets	£50
Block and tackle	£2	Three-quarter plate	£350
Chest, large	£1	Weapons	
Chest, small	R5	Brandistock	£10
Candle	£½	Cannon, field/naval gun	£4,000
Clock	£25	Cannon, galloper	£400
Glass bottle	£4	Cannon, siege gun	£7,000
Lantern, bullseye	£7	Club	free
Lantern, hooded	£4	Crossbow, heavy	£30
Lock, good	£45	Crossbow, light	£20
Lock, poor	£8	Dagger	£1
Perfume	£2	Hand axe	R5
Personal seal	£3	Knife	R5
Quill and ink	£1	Lance, light horse	£4
Rope, 50 ft, hemp	R5	Lance, heavy horse	£9
Rope, 50 ft, silk	£5	Longbow	£50
Sack, large	R2	Matchlock Firearms	
Sack, small	£2	Arquebus	£5
Signet ring	£3	Caliver	£3
Telescope	£600	Musket with rest	£20
Tent, large	£15	Polearms	
Tent, pavilion	£60	Bill	£4
Tent, small	£3	Halberd	£6
Thief's tools	£20	Pike	£3
Animals		Quarterstaff	free
Bull	£12	Sickle	£3
Cat	R1	Sling	£2
Chicken	£1	Snaplock (flintlock) Firearms	
Cow	£6	Musket	£85
Dog, mutt	R1	Pistol	£45
Dog, trained	£13	Spear	R8
Donkey, mull, ass	£5	Swords	
Falcon, trained	£600	Broad sword	£6
Goose	72	Cutlass	£15
Horse		Rapier	£25
light cavalry	£85	Saber	£23
medium cavalry	£125	Scimitar	£28
trotter	£45	Two-handed Sword	£30
Pig	R30	Wheellock Pistols	
Pigeon, homing	£60	Belt pistol	£18
Pony	£24	Horse pistol	£35
Services		£ = silver crowns (Spanish peso or French écu);	
Astrologer (consultation)	£1	R = Spanish real (silver);	
Clerk/scribe (per page)	R2	¢ = French sou/Dutch stuiver/English penny (copper)	
Lackey (per month)	£5		
Physician/Surgeon	£2		

Every player character used in the historical setting of *A Mighty Fortress* must belong to one of the kits described in this chapter. Ten different kits are available.

A character kit defines the character's role and abilities. It does not replace the character class, it expands on the class. A kit is a collection of skills, proficiencies, benefits, and hindrances which give the character background and personality and help to define his role in the campaign.

The Nonweapon Proficiencies rule is not optional in this setting; it must be used to get full use from the character kits.

Fighter Kits

Four fighter kits are available: gentleman adventurer, forester, clansman, and sea dog.

A **gentleman adventurer** is the ubiquitous soldier. Whether he is in a national army or is a mercenary following only his own captain, the soldier found plenty of work during this period. The chief weapon of the age was the musket, and soldiers who specialize in its use are called musketeers. Soldiers who specialize in mounted combat are called cavaliers.

A **forester** is a man of simple stock who is at home in the great forests of Europe and England. He lives by hunting, or perhaps by poaching, or he may be the gamekeeper for a noble lord or lady.

A **clansman** is a rough, uncouth warrior from the highlands or backcountry, raised in a tradition of independence and ruggedness. Many such men traveled to the lowlands to join the great armies or joined their kinsmen in rebellion against invading kings and pretenders.

A **sea dog** is a sea-going adventurer. He may be a privateer licensed by his sovereign to attack enemy ships, a full blown pirate, an honest merchant, or an intrepid explorer.

Rogue Kits

Rogues were everywhere during Elizabeth's reign, spawned from the terrible poverty and upheaval which afflicted so much of Europe.

But not all rogues were forced into their professions, and not all were lawbreakers.

Two thief kits are available: vagabond and picaro. One bard kit—courtier—is available.

A **vagabond** is a thief. Many types of thieves plied their trade in Elizabethan times and most specialized in a particular type of crime. Their professionalism and pride was as great as any journeyman's.

A **picro** is a wandering rascal, poor and barefoot but clever enough to survive by his wits alone. He earns his keep by making the most of the greed and foolishness of the wealthy and the noble.

A **courtier** is a swashbuckling dandy. He haunts the halls of power, toadying to the movers and shakers, uncovering plots against his friends while creating others against his enemies. He serves his social superiors in any way he can because it is the best way to make a living without having to actually work.

Cleric Kits

With the Reformation came the Counter-reformation and the battle for men's souls raged as powerfully as ever. The clergy lost much of its influence by 1650 but the contending churches were still among the most powerful forces in society.

Unlike standard AD&D® game clerics, these characters have severely limited spell casting ability. But their special abilities give them some control over the supernatural, which intruded into every aspect of daily life.

Two cleric kits are available: preacher and protector of the faith.

A **preacher** is a recognized minister of his faith. He may be a missionary, a parish priest, or a wandering firebrand. In any case, he is at least devout, even if he is uneducated and penniless.

A **protector of the faith** is a soldier who fights in a just cause with morality and discipline. He holds his duty to his church above all else.



Mage Kits

Wizards were not unknown by the 16th century, but they were often unwelcome. There were three types of magic: the white magic of science, astrology, and alchemy; scholarly magic which relied on formulae, incantations, and materials; and sorcery or necromancy which involved dealings with evil spirits. White magic was noble and practiced openly, scholarly magic was sometimes tolerated but sorcery was evil work, and no sorceror could be suffered to live.

There is only one mage kit: scholarly mage.

A **scholarly mage** is very similar to a standard AD&D® game mage, but his offensive power is limited and his existence is more hermitic.

Fighter Kits

All the standard warrior and fighter rules apply to characters of all four fighter kits (see page 26, *Player's Handbook*).

Gentleman Adventurer

A gentleman adventurer is a soldier of fortune. He can be found anywhere in Europe at this time, and all around the world in the colonies and trading centers. Anyone who makes his way with the musket or the sword as a soldier, mercenary, bodyguard, or officer can be a gentleman adventurer.

Requirements: Strength 9+.

Role: Gentlemen adventurers serve all across Europe and around the world, wherever soldiers are needed: fighting for the King in the English Civil War; putting down peasant rebellions in the Empire; guarding Spanish gold caravans in Panama; protecting the honor of a lady in Paris.

Weapon Proficiencies: A gentleman adventurer can learn any weapon proficiency. He can also specialize in a single weapon, as per page 52 of the *Player's Handbook*.

A gentleman adventurer can also learn weapon proficiencies in groups. This allows the character to become proficient with a

group of weapons at a slightly lower cost in proficiency slots. The groups and costs are listed on the Weapon Group Proficiencies table. This option is available only to gentleman adventurers. A character can still specialize in only one weapon.

Weapon Group Proficiencies

Cannon (field gun, galloper, naval gun, siege gun)	4 slots
Matchlock firearms (musket, arquebus, caliver)	2 slots
Old-style weapons (broad sword, buckler, two-handed sword)	2 slots
Polearms (bill, halberd, pike)	2 slots
Snaplock firearms (musket, pistol)	3 slots
Short blades (knife, dagger)	1 slot
Slashing blades (cutlass, scimitar)	2 slots
Wheellock pistols (belt pistol, horse pistol)	2 slots

Nonweapon Proficiencies: Required proficiencies: player's choice of Italian, Spanish, or Old Style swordsmanship. Recommended proficiencies: gaming, survival, riding/land based.

Armor/Equipment: The character can wear any sort of armor and use any sort of equipment.

Special Benefits: None.

Special Hindrances: A gentleman adventurer is bound by the restrictions of honor, q.v.

Wealth Option: A gentleman adventurer starts the game with $4d6 \times £4$, modified by his social standing. Every month he must wager £4.

Sea Dog

The sea dog is the bold sea-faring adventurer who sails the oceans in search of plunder and derring-do. The great treasure fleets that carried the wealth of east and west to Spain and Portugal were targets for raiders of every nationality and background.

Privateers carried letters of marque from



their governments, licenses to attack and loot the ships of specific enemies. Pirates, on the other hand, had no nationality and no loyalty to any flag but the skull and crossbones. Brave explorers also brought new knowledge of the world, its continents and coastlines, to the cartographers of Europe. Men like Hawkins, Drake, and Raleigh left a wake of daring exploits circling the globe.

Requirements: Strength 9+, Constitution 10+.

Role: The sea dog will abound in any campaign based on piracy or exploration.

Weapon Proficiencies: A sea dog must be proficient with cutlass and knife. Many ships also carry cannons, so gunnery may be useful.

Nonweapon Proficiencies: Required proficiencies: seamanship and at least one of the following—carpentry (ship's carpenter), cooking (ship's cook), gunnery (ship's gunner), navigation (pilot), rope use (able seaman). Recommended proficiencies: acrobatics, swimming.

Armor/Equipment: Any sort of weapon and armor can be used by a sea dog. Heavy armor is not recommended but it was often worn anyway (the danger from an attacker's sword thrust or pistol shot is a bit more immediate than the danger of potentially falling overboard). Pistols, clubs, bills, hand axes, cutlasses, and rapiers were all commonly used during battles.

Special Benefits: A sea dog suffers no penalty for fighting on a rolling deck; other characters have a -1 penalty on attack rolls aboard ship.

Special Hindrances: If a sea dog ever adventures on land for more than four months at a stretch, his experience point earnings are reduced by 10% until he returns to sea for at least a month. Beginning at 3rd level, he is bound by the restrictions of honor, q.v.

Wealth Option: A sea dog starts the game with $4d6 \times £4$, modified by his social standing. Every month he must wager £3.

Notes: This character is out of place in extended land adventures. It is best when several characters have sea dog characters and the

campaign promises a lot of sea action.

Forester

A forester is a man of the woods and glens, a tracker and hunter. He may be the game-keeper on a nobleman's estate, a poacher on that same estate, or even a bounty hunter working for a magistrate or independently.

Requirements: Constitution 14+, Wisdom 12+.

Role: Besides working as woodsmen, foresters are valuable members of adventuring groups and armies, functioning as scouts, guides, and snipers.

Weapon Proficiencies: A forester must start with at least one gunpowder weapon proficiency (if the character is English and the game is set prior to 1600, he may take longbow instead). He must also spend an additional slot specializing with this weapon. He may not start with cutlass proficiency.

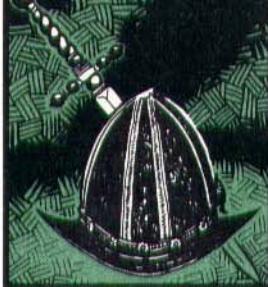
Nonweapon Proficiencies: Required proficiencies: hunting and at least one of the following—animal lore, fire-building, set snares, survival, tracking, weather sense. Recommended proficiencies: endurance, running.

Armor/Equipment: A forester can wear any sort of armor and use any weapon, but he cannot use his special abilities to hide in shadows or move silently in any armor other than a buff coat and helmet.

Special Benefits: A forester has the special abilities to hide in shadows, move silently, and detect noise, exactly like a thief. At 1st level each ability has a score of 10% and the player gets 30 discretionary points to distribute as he pleases. He gets 10 more points each time the character reaches a new experience level.

A ranger has no penalty to his score if he learns the tracking proficiency; his tracking score equals his Wisdom score (but it does not increase automatically as does a ranger's).

Special Hindrances: A forester must pay double slots for the literacy and etiquette proficiencies. At 9th level a forester attracts only one to six 2nd level foresters as followers.



Wealth Option: A forester character starts play with $3d6 \times £4$, modified by his social standing. Every month he must wager £2.

Notes: A forester is similar in many ways to a ranger, but this is a fighter kit; the character is a fighter/forester, not a ranger, and he has none of the ranger's special abilities except those mentioned specifically here.

Clansman

This rough character comes from the fringe of civilization. He was raised doing things the "old way" and knows little about the modern world. But that does not mean he isn't interested or can't learn—many clansmen rise to positions of authority and respect in the military and government. But their ties are with the simple folk of the hills.

Requirements: Strength 11+

Role: Throughout the Elizabethan period the mountains and back country provided the bulk of recruits for most armies. Farming in these areas was poor and opportunity scarce, so many a Scottish or Gascon lad tramped to the plains in search of fortune and glory.

Weapon Proficiencies: A Scottish or Irish clansman can take longbow or crossbow proficiencies anytime, even after 1600. A clansman fights using old style until he reaches 4th level; at 4th level and above he can learn Spanish or Italian style. Likewise, a clansman cannot have proficiency with any firearm except a matchlock (no wheellocks or snaplocks) until he reaches 4th level.

Nonweapon Proficiencies: Required proficiencies: endurance plus the player's choice of one of these: riding, blind-fighting, gaming, heraldry, or survival. All clansmen have an odd dialect as their native tongue; they must learn at least one common language (French, English, Spanish, German) in order to be clearly understood outside their native area.

Armor/Equipment: A clansman can use any weapons or armor, but cannot start play with any armor other than a buff coat.

Special Benefits: Because of their strong wills, a clansman always receives a +2 bonus

on saving throws vs. paralyzation, poison, or death magic.

Special Hindrances: A clansman must pay double slots for literacy and triple for etiquette. Clansmen are also superstitious; they suffer a -2 penalty on all saving throws against anything supernatural (in some cases this will cancel the bonus from above).

Wealth Option: A clansman starts play with $2d10 \times £4$, modified by his social standing. The amount he must wager every month depends on his alignment: lawful—£1, neutral—£2, chaotic—£3.

Rogue Kits

All the standard rogue and thief rules apply to characters of all three rogue kits (see page 38, *Player's Handbook*).

Vagabond

The vagabond is the ever-present beggar, pick-pocket, courtesy-man, jack-man, and ruffler; in short, a thief with a specialty.

Requirements: Dexterity 9+.

Role: Throughout this age there was tremendous disparity between the upper and lower classes. Social programs for the down-and-out were not only nonexistent but practically unthinkable, so once a man fell into hard times, getting back on his feet was extremely difficult. Thus many honest men were driven to lives of desperate crime just to get by. These vagabonds lived on the edges of established society which generally considered poverty a sign of laziness. But they were part of a vast underworld society with its own rules, its own hierarchy, and its own language.

If he chooses to do so, a player creating a vagabond character can select one of the following categories of thieves and model his character along those lines. This is not a requirement, but it does add to the Elizabethan atmosphere of the game.

Abraham Man: A beggar who wanders, barely clothed, pretending to be crazy (lunatics were both feared and respected at this time).



Courtesy Man: A con man who claims to represent honorable soldiers, recently returned from war and unable to find work but unwilling to turn to begging.

Dummerer: A beggar who pretends to be mute.

Fingerer: This well-dressed rogue befriends a gentleman and then involves him in gambling with an accomplice who is presumed a stranger. Both men lose to the stranger (who is cheating, of course, with the help of the fingerer). The fingerer and his accomplice split the winnings later.

Jackman: A forger.

Patriarch Co: A vagabond who arranges and performs false marriages.

Prigger of Prancers: A horse thief.

Prigman: A vagabond who appears to wander aimlessly but in fact steals drying clothing from hedges.

Ring-faller: This con man plants a cheap but expensive-looking ring on the street and then pretends to spot it at the same time as an honest gentleman. He claims half-part of its value but finally agrees to let the victim keep the ring in exchange for a cash payment of half its value. They may even take the ring to a jeweller for appraisal, but the jeweller is, of course, an accomplice of the ring faller who will greatly overestimate the value of the ring.

Ruffler: A man who pretends to be a soldier seeking employment, but who chiefly robs travelers and traders.

Whip-Jack: A man who begs with a counterfeit begging licence or testament of maritime loss of the type often carried by retired or discharged sailors.

Weapon Proficiencies: A vagabond has the normal weapon options of a thief but club, dagger, sling, and staff are the most common choices.

Nonweapon Proficiencies: Bonus proficiencies: A vagabond character begins with four nonweapon proficiencies instead of the normal three for a rogue. Many additional non-weapon proficiencies were described in *The Complete Thief's Handbook* and *The Complete Bard's Handbook*, all of which are suit-



Self portrait in a feathered cap,
sketch by Rembrandt

able in an Elizabethan campaign. Required and recommended proficiencies: none.

Armor/Equipment: Normal thief restrictions.

Special Benefits: When a vagabond character reaches a new experience level, he can increase his nonweapon proficiency scores as well as his thieving skill scores. Increasing a proficiency score by one costs the character 10 discretionary points. A proficiency score can be raised no more than one point per level and cannot be raised above 19.

A vagabond is never bound by honor.

Special Hindrances: A vagabond starts with only 50 discretionary points, not 60, to distribute among his thieving skill scores.

Wealth Option: A vagabond starts with $2d6 \times £4$, modified by his social standing. Every month he must wager ecus equal to his experience level.

Picaro

The picaro is a romantic rogue, a wandering scoundrel who lives by his wits. He is of low birth and generally seeks his fortune by



serving a variety of masters.

Requirements: Dexterity 9+, Wisdom 12+, alignment good or neutral.

Role: To a casual observer, the picaro is a servant or lackey. In many cases he is both more honest and more intelligent than his master and often gets the better of him. His honesty is largely an honesty of observation; he sees things for what they are and is rarely taken in by appearances.

The picaresque hero was a popular figure in fiction beginning in 1554 with the publication of *The Life and Times of Lazarillo de Tormes*. The best known picaro of the period is Sancho Panza, Don Quixote's faithful companion.

The picaro, always of low birth, is a frank commentator on the foibles of the upper classes, which were exemplified by the picaro's masters. His role is to poke fun at those above him, but without offending or even appearing to poke fun.

Weapon Proficiencies: The picaro is not a fighter. He starts with one less weapon proficiency than a normal thief (one instead of two). His weapon choices are limited like a thief's.

Nonweapon Proficiencies: Required proficiencies: begging. Recommended proficiencies: any which are useful to a servant, such as cooking or singing, or which may help him get along in the world, such as set snares or fishing.

Armor/Equipment: The picaro has no real use for armor or weapons. He can wear any armor allowed a thief if he chooses, as long as it is obsolete, damaged, and has been discarded as useless by its previous owner. After reaching 4th level he can carry weapons allowed a thief, if his master allows it; before 4th level he can carry no weapons except a knife or a staff.

Special Benefits: Until he reaches 9th level, a picaro must always serve a master. The picaro can change masters when he gains a new level, but is not required to. Whenever possible, his master should be a PC. The arrangement must be mutual; a picaro cannot serve a master who does not want him. If no PC will

accept the picaro, an NPC joins the group and the picaro serves him.

If the picaro's master is a PC, the picaro must serve that character loyally. The PC can treat the picaro however he likes; he may be kind and good, impatient and demanding, cruel and stingy, or whatever else he chooses, as long as it is in keeping with his alignment and personality. He need not pay his lackey anything, but it is customary to allow him some food at least occasionally.

In exchange for this service and the opportunity to push the picaro around, the master can expect to lose a portion of his experience points. Every time the picaro gets the better of his master, innocently makes his master look foolish, or outperforms his master in some significant way, as judged by the DM, the picaro gets bonus experience points. Unlike a usual XP award, however, these points are actually taken away from the master and given to the picaro. The standard bonus is the picaro's level \times 100 XP. The DM can increase this if the picaro was especially clever or the master was especially foolish, and vice versa.

The picaro can do the same thing to other characters who are not his master, but the reward is the picaro's level \times 25 XP.

If the picaro's master is an NPC, the DM determines his characteristics. NPCs are never good masters. They are stingy, vain, cruel, selfish, cowardly, senile, foolish, dishonest, and generally undesirable as party members. But if no PC will be the picaro's master, an NPC must join the group. Also, when the picaro's master is an NPC, the picaro's reward for gibing any player character is the picaro's level \times 50 XP.

Like the vagabond, when a picaro character reaches a new experience level he can increase his nonweapon proficiency scores as well as his thieving skill scores. Increasing a proficiency score by one costs the character 10 discretionary points. A proficiency score can be raised only one point per level and cannot be raised above 19.

A picaro is not bound by honor.

Special Hindrances: Pretty much the same



as his special bonuses, depending on how one looks at it. A picaro cannot have evil alignment and does not get the thief's backstab bonus.

Wealth Option: A picaro character starts play with 8 reals. He is not required to gamble anything.

Notes: The picaro is a tricky kit to play. Any player who opts for a picaro character must be interested and motivated to play the part.

This kit is intended to be fun. The picaro is essentially comic relief. He must play off the other character's weaknesses, bedevil them with riddles, innocently reveal the flaws in their plans, and foil their schemes through good intentions. His most effective gibes are questions which seem perfectly reasonable but cannot be answered without looking foolish.

Courtier

The royal courts of Europe were filled with flatterers, dandies, fops, and other hangers-on whose chief desire was nothing more than to fraternize with the rich and powerful. Their dress was stylish, their speech clever, their intrigues tangled and complex.

Requirements: Dexterity 12, Intelligence 13, Charisma 15.

Role: The courtier is a bard kit. He is a swashbuckling dandy, a messenger for the prince, or one of the cardinal's ferrets. She may be handmaiden to the queen. Intrigue and flattery are the courtier's chief stocks in trade.

Weapon Proficiencies: A courtier can learn any weapon proficiencies but prefers stylish weapons: rapier and dagger, the latest snaplock weapons.

Nonweapon Proficiencies: Required proficiencies: etiquette, reading/writing. Recommended proficiencies: any which could make him more useful as a tool of the powerful, such as additional languages, riding, disguise, or reading lips.

Armor/Equipment: A courtier can wear any sort of armor and use any weapon. Armor is

not generally worn around town, however. He cannot wear armor heavier than a buff coat when using his thieving abilities.

Special Benefits: A courtier has the usual benefits of the bard class. He also has the thief ability to move silently, beginning at 5%.

Courtiers have the ability to flatter outrageously and ingratiate themselves with other people. This is very similar to the bard's ability to influence reactions, but it works only on very small groups—one, two, or three other people. The listeners make saving throws vs. paralyzation, starting with the character with the highest social standing. This roll is modified by -1 for every three experience levels of the courtier, and by an additional -1 for every other character in the group who has already failed his save. Anyone who fails this save takes an immediate liking to the courtier, regardless of how he feels about other members of the party.

In order to use this ability the courtier must be able to talk directly to the people he is trying to impress in a comfortable, personable way; he cannot do this while being lashed to a rack or while staring down the barrel of a musket (though he could try influencing reactions in those situations).

The effect of the NPC's fondness for the courtier is similar to a *charm* spell, but less hypnotic. If, for example, the courtier suggests that the general stay behind and hold off the enemy soldiers pouring through a breach while everyone else slips away, the general will not be fooled into thinking this is a good idea. But he won't be offended; instead he may laugh at the courtier's clever joke. Under the right circumstances, he might consider the suggestion and then order someone else to stay behind and defend the breach (but not his friend the courtier).

If an NPC rolls a 20 on his saving roll he may be particularly irritated by the courtier's outrageous speech, at the DM's option.

Special Hindrances: Unlike a bard, the courtier cannot learn spells, inspire heroism with songs, or counter the effects of songs and poetry.



Rubens and his wife, Isabella Brant, *by Rubens*



Wealth Option: A courtier starts the game with $3d6 \times £3$, modified by his social standing. Every month he must wager £5.

Cleric Kits

All the standard priest and cleric rules apply to characters of both cleric kits (see page 32, *Player's Handbook*), except as noted below.

Preacher

The preacher is most likely a wandering priest or minister. He can serve any religion. His goal is to spread his faith, whether to non-Christians in the new world or heretics in Europe. He also confronts evil with the power of his faith and strives to protect the divine order in all things.

Requirements: Wisdom 9+, non-evil alignment.

Role: The preacher is most appropriate in campaigns set in the New World or in fantastic/historical campaigns where the supernatural regularly intrudes into the natural world.

Weapon Proficiencies: While preachers are not generally expected to fight, they can learn any weapon proficiencies.

Nonweapon Proficiencies: Required proficiencies: religion. Recommended proficiencies: reading/writing, spellcraft.

Armor/Weapons: A preacher can wear any armor and use any sort of weapon, but carrying anything other than a dagger or pistol is considered odd and unusual.

Special Benefits: A preacher has the standard cleric's ability to turn undead. It extends beyond undead, however, to include all supernatural creatures. Against undead the preacher has full effectiveness, but against other supernatural creatures he has a -2 penalty on his die roll.

Supernatural creatures are not physically turned, but instead are held at bay. They cannot attack the preacher or anyone else within 6 feet of him, neither can they approach within 10 feet of the preacher. If the result of the turning attempt was "D," the creatures are not

destroyed but must flee and cannot return for six hours.

A preacher cannot cast spells as shown on Table 24 (page 33, *PHB*). Beginning at 2nd level, however, he can cast bonus spells that he earns for high Wisdom as shown on Table 5 (page 17, *PHB*). The character cannot cast spells beyond his experience level, as shown on Table 24. Also, these are spells he can cast *per week* rather than per day. A week always starts on Sunday and ends on Saturday. The preacher gains access to spheres as shown below.

levels 2-3	All
levels 4-5	Charm ¹
levels 6-7	Protection ²
levels 8-9	Divination ³
levels 10+	Healing

¹ Except *hold person*.

² Except *barkskin*.

³ Only *detect magic*, *detect poison*, *augury*, *detect charm*, *locate object*, and *divination*.

Special Hindrances: A preacher is never allowed to conceal his religion or deceive people about it. He must tithe to the closest church of his religion. If Roman Catholic, he must do what he can to alleviate suffering and poverty. He must never take a life except in self defense.

Wealth Option: A preacher starts the game with $2d6 \times £4$. Only chaotic preachers need to gamble £2 per month.

Notes: In a purely historical campaign with no real supernatural elements, preachers should not be allowed to cast spells at all. In games with very slight supernatural elements, DMs may limit preachers to one spell per day. In any event, assume that most of the spell effects are not magical at all, but the result of intimidation and self-fulfilling prophecies, brought about largely by the preacher's and observers' belief that they will happen.



Protector of the Faith

The protector of the faith is a soldier who fights only for the cause of his church. Religious faith is the propelling force in his life. He is single-minded, driven, pious, righteous, and honest.

Requirements: Wisdom 9+, Strength 12+.

Role: Protectors of the faith are found in armies throughout Europe, but usually in units composed almost entirely of other protectors. They may accompany missionaries into dangerous territory. They fight only for religious causes, never joining in secular conflicts. They are disciplined and courageous. Many Calvinists are drawn to this kit.

Weapon Proficiencies: There are no weapon restrictions for protectors of the faith.

Nonweapon Proficiencies: Required proficiencies: religion. Recommended proficiencies: riding, reading/writing.

Armor/Equipment: A protector of the faith can wear any sort of armor and use any equipment. Whenever possible he must carry his Bible or prayer book with him.

Special Benefits: A protector of the faith can recognize evil creatures and evil works within 60 feet by concentrating on the creatures or objects for one round. He gains a +1 bonus to his THAC0 when fighting something that he has recognized as evil or that is clearly an enemy of his religion. He gets a +2 bonus on saving throws related to fear of the supernatural.

Special Hindrances: A protector must tithe to his church. He can never use, own, or willingly allow himself to benefit from a magical item or wizardly magic.

Wealth Option: A protector starts with 4d6 x £4. He does not gamble.

Wizard Kits

Only one wizard kit is available to player characters: the scholarly mage.

Scholarly Mage

Scholarly magic was an attempt to obtain

magical power through intellectual means. Its practitioners used astrology, cabalism, study, and magical paraphernalia ("bell, book, and candle") to gain access to extraordinary powers. Because his power is based entirely on external accoutrements, the scholarly mage's soul is free of dealings with evil. What he really seeks is knowledge, not power. Without his books and wands, he is nothing but a scholar. An excellent example of this type of mage is Prospero of *The Tempest*.

Requirements: Intelligence 9+, other requirements as listed on Table 22: Wizard Specialist Requirements (page 31, PHB).

Role: The scholarly mage is an experimenter and an academician. Many can be found serving as counselors and advisers to rulers, from kings and emperors all the way down to barons and burgomeisters. Diviners, in particular, are prized as consultants.

Weapon Proficiencies: Normal mage weapon restrictions apply.

Nonweapon Proficiencies: Required proficiencies: ancient languages, reading/writing, spellcraft. Recommended proficiencies: ancient history, astrology, herbalism.

Armor/Equipment: The normal wizard restrictions on armor and weapons apply to the scholarly mage. However, the mage must own a sword (broad sword, rapier, or scimitar), which he uses in magical rituals. He can carry this sword and can even fight with it, if he wants, but cannot learn any sword proficiencies. A scholarly mage dresses in academic robes and usually carries books and scrolls with him.

Special Benefits: The scholarly mage's biggest benefit is the ability to cast spells. He learns spells just like a standard AD&D® game wizard. However, DMs must review pages 41-44 of the DMG concerning learning, acquiring, and researching new spells and maintaining spell books. All of these rules must be followed absolutely!

Special Hindrances: All scholarly mages must be specialist mages. They can specialize in any schools except necromancy and alteration.



The casting times of all spells are increased one category: rounds become turns, turns become hours, hours become days. Note that this radically alters the usefulness of some spells. *Feather fall*, for example, can be used to float gently from the top of a cliff to the bottom, but is not likely to help someone who is already plummeting earthward.

One of the scholarly mage's 1st level spells must be cantrip.

The optional rule requiring material components must be used.

In order to cast high level spells, the mage must have before him a book or scroll containing the instructions for the spell. "High level" depends on the mage's Intelligence: 9-14, 2nd level; 15-16, 3rd level; 17, 4th level; 18+, 5th level. Scrolls used for this sort of casting are not magical scrolls but rather are very small spell books containing only one spell.

Wealth Option: A scholarly mage begins play with $2d6 \times £4$. He is never required to gamble.

Notes: Scholarly mages should never have an easy path to follow. No one will ever entirely trust a wizard. There will always be suspicions that he is a sorcerous necromancer in league with evil spirits (see Chapter 7). Most sorcerors prefer to keep their magical researches and powers secret. Many people cannot understand the difference, or refuse to recognize the difference, between scholarly magic and black magic. And the progressive, enlightened thinkers no longer believe in magic at all. So the wizard finds it best to keep to himself, telling others that he is an astrologer or an apothecary to allay their suspicions.

This is not so in the East. Among the Ottomans, the Persians, and the Chinese, wizards and sorcerors are respected. If a player is looking for a real role-playing test, he can play an Oriental wizard in Europe.

Wizards must be extremely rare, even rarer than necromancers. Like the picaro, this kit is a role-playing challenge and should be selected only by experienced players.



Portrait of Arnoldus Tholinx,
sketch by Rembrandt

Nationality and Religion

Where a person came from and what church he attended were important considerations during this time. In fleshing out characters, these two factors must be considered. Players can either generate their native area and religion randomly or select from the list.

In the case of adventuring parties, it may be best to have all characters share the same religion and country of origin. Differences can lead to interesting role-playing situations among experienced players but those same situations can disrupt group harmony with rookie or immature players. On the other hand, in a party of mercenaries, particularly late in the 30 Years War, homogenous backgrounds should be rare—national and religious diversity under one banner was common by the 1630s and '40s.

Heresy: Any character can choose to be a heretic. This is nothing more than adhering to a religion different from the one which prevails in the character's home territory. (In a larger sense, any character who travels is bound to be heretical in certain places: a Swedish Lutheran in Catholic France, for example. From the Swede's perspective, of course, the French are the heretics.) Heretic travelers are tolerated in most places, assum-



ing they move on eventually. Otherwise, heretics will either form their own communities, emigrate to a friendlier area, or conceal their true religion.

Anabaptism and Judaism: Conspicuous by their absence from the lists below are the various anabaptist sects and Judaism. Any character can elect to be anabaptist or Jewish. Historically, however, people of these faiths were persecuted viciously throughout Europe. Where they weren't killed outright or executed as heretics, they were driven away or forced into hiding.

We believe that bigotry and intolerance are wrong in gaming just as they are wrong in real life. While we cannot change the injustices of history, DMs can shape their own campaigns. So in the same spirit that we recommend relaxing the restrictions placed on Elizabethan women, we also urge some ahistorical tolerance for the individual religious choices of the characters.

Country of Origin

01-03	Denmark	17	Carmarthen
04-15	England	18	Carnarvon
16-27	France	19	Cheshire
28-39	Holy Roman Empire	20	Cornwall
40	Hungary	21	Cumberland
41-43	Ireland	22	Denbigh
44-53	Italy	23	Derby
54-65	Netherlands	24	Devon
66	Ottoman Empire	25	Dorset
67	Poland	26	Durham
68-72	Portugal	27-29	Essex
73-84	Scotland	30	Flint
85-95	Spain	31	Glamorgan
96-99	Sweden	32-34	Gloucester
100	Transylvania	35	Hampshire
		36	Hereford
		37-39	Hertford
		40-42	Huntington
		43-45	Kent
		46	Lancashire
		47-49	Leicester
		50-53	Lincolnshire
		54	Merioneth
		55	Monmouth
		56	Montgomery
		57-60	Norfolk
		61-63	Northampton
		64	Northumberland
		65-67	Nottingham
		68-70	Oxford
		71	Pembroke
		72	Radnor
		73	Rutland
		74	Shropshire
		75-77	Somerset
		78	Stafford
		79-81	Suffolk
		82	Surrey
		83-91	Sussex
		92-94	Warwick
		95	Westmorland
England	Anglesey	96	Wiltshire
01	Bedford	97	Worcester
02-05	Berkshire	98-00	York
06-08	Brecknock		
09	Buckingham		
10-12	Cambridge		
13-15	Cardigan		
16			



English Religions

01-55	Anglican
56-85	Roman Catholic
86-00	Puritan (Calvinist)

France

01-03	Angou
04-06	Angoumois
07-09	Auvergne
10-12	Bearn
13-15	Berry
16-18	Bourbonnais
19-21	Brittany
22-26	Burgundy
27-31	Champagne
32-34	Charolais
35-37	Dauphine
38-40	Foix
41-43	Gascony
44-46	Guyenne
47-53	Isle of France
54-56	Languedoc
57-59	Limousin
60-62	Lyonnaiz
63-65	Maine
66-68	Marche
69-71	Nivernais
72-74	Normandy
75-77	Orleanais
78-82	Picardy
83-85	Poitou
86-92	Provence
93-95	Runis
96-98	Saintonge
99-00	Touraine

French Religions

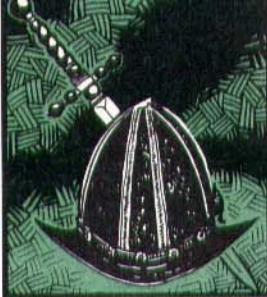
01-70	Roman Catholic
71-00	Calvinist

Ireland

01-25	Connacht	Roman Catholic
26-50	Leinster	Rom. Cath./Angl.
51-75	Munster	Roman Catholic
76-00	Ulster	Rom. Cath./Calv.

Holy Roman Empire

01	Alsace	Roman Catholic
02	Anspach	Lutheran
03	Augsberg	Roman Catholic
04-08	Austria	Roman Catholic
09	Bamburg	Roman Catholic
10-14	Bavaria	Roman Catholic
15	Bayreuth	Lutheran
16	Berg	Calvinist
17-21	Bohemia	Calvinist
22-26	Brandenburg	Lutheran
27	Bremen	Calvinist
28	Brunswick	Lutheran
29	Carinthia	Roman Catholic
30	Carniola	Roman Catholic
31	Cleve	Calvinist
32	Cologne	Roman Catholic
33-34	Franche-Comte	Roman Catholic
35-37	Hesse-Cassel	Calvinist
38-40	Holstein	Lutheran
41-42	Liege	Roman Catholic
43-45	Lorraine	Roman Catholic
46-50	Lower Palatinate	Calvinist
51	Lusatia	Roman Catholic
52	Luxemburg	Roman Catholic
53	Mark	Calvinist
54	Mecklenburg	Calvinist
55	Moravia	Luth./Rom. Cath.
56	Munster	Roman Catholic
57	Nassau	Calvinist
58	Oldenburg	Lutheran
59-61	Parma	Roman Catholic
62-64	Piedmont	Roman Catholic
65-69	Pomerania	Lutheran
70	Salzburg	Roman Catholic
71-73	Savoy	Roman Catholic
74-78	Saxony	Lutheran
79	Silesia	Lutheran
80-84	Swiss Confed'n.	Rom. Cath./Calv.
85	The Milanese	Roman Catholic
86	Trier	Roman Catholic
87-89	Tuscany	Roman Catholic
90-94	Tyrol	Roman Catholic
95-97	Upper Palatinate	Lutheran
98	Valtelline	Roman Catholic
99	Wurtemburg	Lutheran
100	Wurzburg	Roman Catholic



Italy

01-20	Duchy of Ferrara
21-50	Kingdom of Naples
51-65	Margrave of Mantua
66-80	Papal States
81-00	Republic of Venice

All characters from Italian city-states are Roman Catholic unless the player specifically chooses another religion.

Netherlands

Spanish Netherlands (*Roman Catholic*)

01-10	Hainault
11-20	Cambresis
21-30	Artois
31-40	Flanders
41-50	Brabant

United Provinces (*Calvinist*)

51-56	Gelderland
57-62	Zealand
63-70	Holland
71-76	Utrecht
77-82	Overijssel
83-88	Drenthe
89-94	Friesland
95-00	Groningen

Spain

01-10	Andalusia
11-20	Aragon
21-25	Asturias
26-30	Basque provinces
31-40	Catalonia
41-45	Estremadura
46-50	Galicia
51-55	Leon
56-60	Murcia
61-65	Navarre
66-75	New Castile
76-85	Old Castile
86-90	Ribagorza
91-00	Valencia

All Spaniards are Roman Catholic unless the player specifically chooses a different religion for his character (a bad idea unless he intends to leave Spain).

Other Countries

Denmark	Lutheran
Hungary	Roman Catholic
Ottoman Empire	Islamic/Roman Catholic
Poland	Roman Catholic
Portugal	Roman Catholic
Scotland	Roman Catholic/Calvinist
Sweden	Lutheran
Transylvania	Luth./Calv.

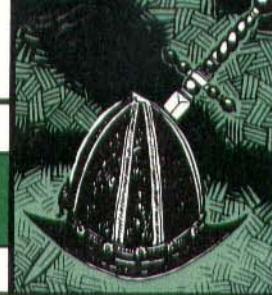
Social Standing

The circumstances of a man's birth were quite important in the class-conscious Elizabethan age. Most people believed European society was rigid and that there was little mobility between the classes. This was true in some cases, but certainly not all. The middle class was flexing its financial muscle. There was plenty of opportunity for someone with money and plenty of opportunity to make money in bold ventures.

When creating a character, determine his social standing after selecting his class and kit. The character's kit affects his social standing.



Cornelius Claesz Anslo, Anabaptist preacher,
sketch by Rembrandt



To determine the social standing, consult the Social Standing Table. All characters use the same table, but different dice.

The results on the Social Standing table indicate the social position held by the character's family. A character's social position is flexible and subject to change during play.

To determine a character's starting social standing, roll the number and type of dice indicated. The number rolled is the character's starting social standing. It also indicates what his family background is.

Also multiply the character's initial funds by the appropriate multiplier. Do not round off fractions; simply convert them to reals, remembering there are 8 reals to a crown. For example, the son of a well-to-do merchant who rolls up starting funds of £13 multiplies 13 by 1.25 for a result of £16.25. This equates to 16 crowns and 2 reals (or 4 doubloons and 2 reals, or 65 shillings, or 48 livre and 15 sou—you get the idea).

Effects of Social Standing

A character's social standing can have significant effects during play. Besides starting funds, social standing affects NPC reactions and loyalty, the cost of living, and the requirements of honor.

NPC Reactions and Loyalty: Social standing functions like a second Charisma score when encountering NPCs. High social standing (13+) gives a bonus on encounter reaction rolls (table 59, pg. 103 of the *DMG*). Likewise, low social standing (7 or less) gives a penalty. These bonuses and penalties are exactly the same as those listed on Table 6: Charisma on page 18 of the *Player's Handbook*.

The same thing applies to NPC loyalty, also from table 6.

Modifiers for NPC reactions and loyalty are cumulative; the character uses both his Charisma and social standing modifiers.

The maximum number of henchmen is not cumulative. Instead, the character can use the higher of the two numbers.

For example, a character with Charisma 16

and social standing 6 can have 8 henchmen (he had his choice between 8 and 2); his loyalty base is +1 (the sum of +4 and -3); and his reaction adjustment is +3 (the sum of +5 and -2). If his social standing was 15 he could have 8 henchmen, his loyalty base would be +7, and his reaction adjustment would be +8.

Cost of Living: Higher social standings bring with them an increased cost of living. A wealthy gentleman, after all, cannot be seen in the same clothing as a common peddler. This is reflected in a cost multiplier which applies to everything the character buys. These multipliers are listed on the Social Standing Table.

Changing Social Standing

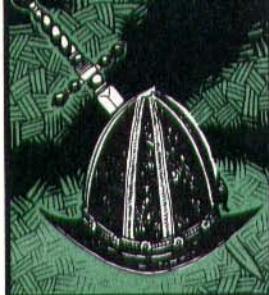
Player characters are not locked into the social order of their birth. Through hard work and good luck they can increase their social standing. Through sloth or bad luck it can decrease.

Increasing Social Standing: Social standing can be increased two ways.

The first is by royal decree. If the king, prince, cardinal, bishop, duke, earl, margrave, or other local leader honors a character for heroism or outstanding service, that character's social standing increases by one. Such advancement should be extremely rare.

The second is by conspicuous spending (money is a marvelous thing). A character with sufficient cash can simply buy a higher social standing. The cost is listed in the "Purchase" column of the Social Standing Table. Note that social standings 1, 17, and 18 cannot be bought. Also note that even though a character can purchase social standings 13 to 16, this does not confer knighthood or a title on the character. It does make that character the social equal of a knight or a minor nobleman.

When a character buys a new social standing, the money he spends is simply removed from his pocket. Some of this is spent on material improvements—new kerchiefs, a bigger apartment, embroidery, tailoring—and much is spent on entertaining, carousing, and feting



those people who one wishes to impress. Very little goes into anything measurable, such as land or buildings. If a character wants to buy an estate, it will cost him extra.

A character can increase his social standing only once per experience level. If, for example, a 4th level character of social standing 6 suddenly becomes fabulously wealthy, he can only spend 50 to reach social standing 7. He must wait until he becomes a 5th level character before he can purchase social standing 8.

Maintaining Social Standing: Keeping up appearances is not cheap, either. To maintain his social standing at its current level, a character must spend the number of crowns listed in the "Maintain" column of the Social Standing Table every month. These crowns are simply removed from his purse at the end of the month.

If the character cannot pay this debt, he may be able to get credit for a month or two; this is up to the DM and the player's initiative. If his credit runs out and he cannot pay maintenance, his social standing is reduced by one. To get his old social standing back, he must purchase it all over again. If a character's social standing declines by more than two levels, he is disgraced; see Honor.

Precedence: Social standing is a clear indication of who gets precedence over who. Within a party of adventurers, for example, if the character with the highest social standing is not the leader and spokesman, NPCs will think it quite odd and wonder why that character allows his authority to be usurped. They may even question his courage. This is entirely a role-playing function and the DM must enforce it. If characters violate precedence inside or outside their group, it should cause problems.

Honor

In spite of the fact that the armored knight with his feudal trappings was a dying breed, his code of honor and chivalrous ideals were very much alive. Anyone who considered himself a gentleman (which had more to do

with perception than actual social condition) was bound by a code of honor. As mentioned in the kit descriptions, several of the character types must abide by the code of honor. In addition, any character born into social standing 9 or higher is bound by honor.

The code of honor demands that the character:

- must be devout to his lord and loyal to his sovereign;
- may not suffer himself to be insulted, slandered, or mocked;
- may not allow a lady to be insulted, slandered, mocked, or mistreated;
- must be discreet in all dealings with the opposite sex or when trusted with a secret;
- must pay his debts honorably;
- must abide by his word;
- must never falter in courage or resolve;
- must carry out his duties to his fullest ability.

Any transgression of this code results in the character being disgraced, q.v.

Insults: A gentleman may take offense at the slightest off-center remark or action, especially if it comes from someone of lower social standing. Likewise, a gentleman will rarely back down or step aside in favor of someone of lower social standing for fear of what may happen to his reputation.

Duelling: Many disputes of honor can be settled immediately with a duel. This is, in fact, the preferred method among most gentlemen. Such duels can be formal affairs at an arranged time with seconds, but most often they are impromptu; insults are exchanged, tempers flare, and swords are drawn.

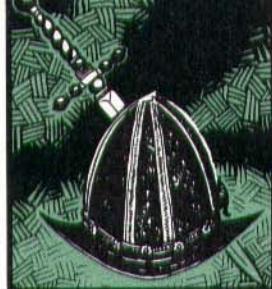
Duels are rarely mortal. Most often, the fight lasts only until the first wound is inflicted. The wounded party apologizes, everyone's honor is satisfied and the affair is at an end.

It sometimes happens, however, that the duellist who suffers the first wound is not willing to surrender. He may feel that he was



Gentleman officer in breastplate,
buff coat, and unrolled boots,
by Wybrand

the Elder Simonsz de Geest



struck unfairly or that the wound is negligible. He may simply be unwilling to admit defeat. Occasionally a duel will even be fought to the death, though this is rare.

Duelling is discouraged, if not illegal, in most civilized places. Offenders are usually fined or jailed for several days, if caught. By the 17th Century, killing an opponent in a duel is generally considered murder and self-defense is difficult to prove.

Disgrace

A character is disgraced if he violates the code of honor: allowing himself to be insulted, compromising a lady's reputation, breaking his word, running in fear from a fight (retreating is OK, fleeing is not), failing to pay his debts, etc.

A disgraced character is shunned by his friends, his business acquaintances, even strangers on the street seem to whisper and jeer behind his back. While disgraced, his Charisma score is halved and he is a pariah.

To regain his honor, the character must do something outstanding: be conspicuously brave in battle, risk his life to defend a lady, undertake a dangerous sea voyage, rescue the crown jewels, uncover a plot against the queen. The DM can use his discretion in this, under the guideline that the deed must be on a scale similar to the misdeed.

New Proficiencies

Two proficiencies were mentioned in the character kits which are not discussed in the *Player's Handbook*. These are described below.

Begging: (1 slot, Charisma, rogue group) This proficiency was introduced in *The Complete Thief's Handbook*. It enables a character to procure just enough food or money to get by for a day. It won't pay for his lodging or buy new clothes but it will put food in his stomach and occasionally get him a used tunic and some threadbare hose.

Modifiers apply to the proficiency check depending on where the character is begging.

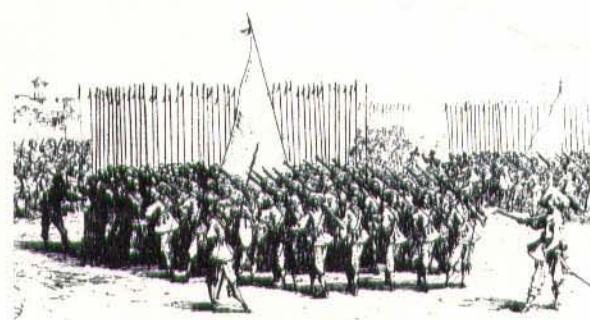
Areas with few people are bad choices for begging. Crowded cities are the best locales.

City	no modifier
Town	-2 penalty
Hamlet, village	-5 penalty
Countryside	-7 penalty
Wilderness	automatic failure

Any character with begging proficiency can also pose as a beggar. This requires no proficiency check.

Many beggars during Elizabethan times carried some sort of testament to their ill fortune to prove that they were not just idlers. This could be a deed indicating that the beggar's ship was lost at sea, or military discharge papers, or a letter from a burgomeister testifying that the character's business burned down. Possessing such papers gives the character a +2 bonus on his begging proficiency check. Officers of the law will inspect such papers very carefully, however, looking for forgeries or any other reason to hustle the beggar out of the county.

Gunnery: (1 slot, Intelligence -2, warrior group) This proficiency teaches a character what he needs to know to function as an artillerist's or gunner's mate. He knows the basic procedures and safety precautions involved in firing a cannon. Devoting a second slot to gunnery qualifies the character to be a master gunner. He can now aim the piece and command the mates who serve it. Note that this is considered a nonweapon proficiency, even though it applies to a (very large!) weapon.





Social Standing Table

Dice Roll	Social Standing	Starting Funds Multiplier	Cost of Living Multiplier	Purchase Price	Monthly Maintenance Cost
<i>Commoners</i>					
1	Poor farmer	x .5	x .75	na	£1
2	Poor craftsman	x .5	x .75	£10	£1
3	Successful farmer or clergy	x .75	x 1	£12	£5
4	Successful craftsman	x .75	x 1	£15	£10
5	Well-to-do farmer or clergy	x 1	x 1	£20	£12
6	Well-to-do craftsman	x 1	x 1	£30	£15
<i>Middle Classes</i>					
7	Poor soldier or merchant	x .75	x 1	£50	£15
8	Poor landowner or clergy	x .75	x 1	£75	£15
9	Successful soldier or merchant	x 1	x 1	£125	£20
10	Successful landowner or clergy	x 1	x 1	£250	£20
11	Well-to-do soldier or merchant	x 1.25	x 1.25	£500	£25
12	Well-to-do landowner or clergy	x 1.5	x 1.25	£1,000	£25
<i>Nobility</i>					
13	Impoverished squire* or knight	x .5	x 1.25	£2,000	£30
14	Well-to-do squire* or knight	x 1.5	x 1.5	£5,000	£35
15	Wealthy squire* or knight	x 2	x 1.5	£10,000	£40
16	Impoverished titled nobility**	x .5	x 1.5	£25,000	£50
17	Well-to-do titled nobility**	x 2	x 1.5	na	£75
18	Wealthy titled nobility**	x 5	x 2	na	£100

* May instead be a constable, sheriff, mayor, burgomeister, or military officer.

** Titled Nobility

- 1-5 Baron
- 6-8 Viscount
- 9-10 Count
- 11 Earl
- 12 Duke

To find social standing, roll:

Gentleman Adventurer: 2d8

Forester: 1d12

Clansman: 1d10

Sea Dog: 1d8 + 1d10

Vagabond: 1d6

Picaro: 1d4

Courtier: 3d6

Preacher: 2d6

Protector: 1d12 + 6

Scholarly Mage: 1d8 + 1d10 Guardroom, painting by Gerard ter Borch



For a young man interested in bettering his position in life, there were few options. To get rich he could become a successful merchant, but starting a business requires cash which our young man does not have. To rise socially he could marry well, but that requires a certain social grace which he also lacks. His third option is to win riches and glory in war. All he needs is courage, strength, and luck. He has the first two in large quantities; may providence supply the third.

The army was the route to fame, to riches, to success, and to adventure for hundreds of thousands of recruits. For many, of course, it was a short trip ending in anonymous death. But the AD&D® game is about heroic adventure, not suffering and drudgery. Please excuse us if we seem to glorify war; it is our intention only to glorify the courage that makes war possible and the adventure of war in hindsight.

Military Structure

The basic military unit in this period is the company, containing on average about 150 men. A company is led by a captain. His subordinates include a lieutenant, an ensign or ancient who carries the standard, and several corporals. Each corporal commands a section or squadron of about 25 men. Almost all officers are gentlemen of good social standing.

Several companies—8 to 12, typically—are formed into a regiment under the command of a colonel and a sergeant-major. Regiments may be formed into brigades, but more often they are treated as discreet units in a field army. An army is commanded by a general.

When arranged for battle, a company is drawn up in files. A full file is 10 men, one behind the other ("single file"). When the files are arranged side by side they form ranks and files (ranks run from side to side, files from front to back).

The most common weapons are the musket and the pike. The pikemen, called "pikes," make up the middle files of the formation while the musketeers, called "shot," make up

the flank files. In some cases the shot are spread out in front of the pikes as skirmishers ("loose shot"). When cavalry approaches, the shot fall behind the pikes for protection.

The right-hand files are an honored position reserved for the best soldiers. Likewise, in the line of battle the best units are placed on the right.

Enlistment

There were very few permanent military units in the Elizabethan age. Maintaining a standing army was too expensive. Instead, when an army was needed, it was raised from scratch.

A recruiter, usually a gentleman officer and often the commander of the unit being raised, traveled from town to town accompanied by several veterans and a musician. Each recruit would be given his "coat and conduct" money—just enough to buy his equipment and travel to the mustering place. Veterans were preferred, but generally the army would take almost anyone willing to serve. Uniforms were not worn. Some men wore a colored sash to identify what country they were fighting for, or a colored cassock, but even this was rare.

Enlistment was for the duration of the war. Pay was good by the standards of the day—about 2 per month—but paydays were often months, or even years apart. And that assumes the pay was not embezzled by officers before ever reaching the men.

Campaigning

The soldier's life had many features to recommend it. It was mostly free time. There was very little drill after the initial training and no uniforms to press or buttons to polish for inspection. Soldiers were free to spend their days gambling, drinking, flirting, hunting—or adventuring!

In the field, soldiers were expected to provide their own lodging. Only officers had tents. Most men slept on the ground under a hedgerow or built small lean-tos in nasty



weather. On garrison duty or during winter, soldiers were billeted in the homes of civilians, who in turn received a tax break. Even so, providing free room and board for two to four hungry, bored soldiers was a strain on poor families and many resented the burden.

Of course, all this free time was occasionally interrupted by an actual battle.

Armor and Weapons

The increasing use of firearms led to a decrease in the use of armor. It simply wasn't effective protection against bullets. Pikemen and cavalrymen who were likely to get involved in melee still wore armor, but most soldiers wore only a leather ("buff") coat or no armor at all. They found that lightening their equipment load let them move much more quickly, and this advantage more than offset the loss of body protection. Instead of trying to survive a fight, they could avoid it altogether by maneuvering out of harm's way.

Following are descriptions of the weapons and armor used during this period. Some of them are new, some are variations on existing weapons.

Back-and-Breast: This steel armor consists of a breastplate and a backplate. It is, essentially, plate armor without the arms, legs, or tassets. It was worn by heavy cavalry and the occasional pike.

Bill: The bill is a medieval pole weapon which was still used by peasants and occasionally by officers. The head has a long spike ahead of a curved blade that is sharpened along both edges. The shaft is 8 to 10 feet long.

Brandistock: The brandistock appears to be a long, iron-shod walking staff. But it conceals three blades which can be shaken out to form a sort of trident for emergency defense. The central spike can be up to 30 inches long, the side spikes about 8 inches.

Breastplate: Identical to the back-and-breast but without the backplate. Breastplates were popular with pikemen.

Broad sword: An old style weapon. This is

actually the standard AD&D® game long sword, but it was called a broad sword at this time.

Buckler: A round, metal shield usually used with a broad sword. The Spanish army in particular was known for its ferocious sword-and-buckler men.

Buff Coat: This was the standard piece of armor throughout the period. It offered no protection against firearms, but neither did heavier armor. Yet it was sufficient to stop an arrow or turn aside a clumsy sword slash. The buff coat was supple, not hardened leather. It covered the torso, shoulders, and often had long flaps or tails protecting the thighs.

Burgonet: A heavy helmet which enclosed all but the face and which had a caplike projection over the eyes. Burgonets were favored by Spanish and German sword-and-buckler men.

Cannon, field/naval gun: This generic category covers a wide range of ordnance, from Swedish 3-pounders to 12-lb sakers and cast iron naval guns. These guns were typically sited before a battle began and were not moved again until the battle was over.

Cannon, siege gun: These enormous guns fire shot weighing up to 60 pounds. Their main use is in destroying fortifications.

Cannon, galloper: Light guns with some battlefield mobility came into use in the early 1600s. This gun also reflects small swivel guns and wall-mounted heavy muskets.

Club: The standard chunk of wood, or a musket turned around and swung with both hands.

Crossbow, heavy: A large crossbow which must be cocked with a crank. These weapons were obsolete by 1550 but plenty could be found around Europe.

Crossbow, light: A smaller, hand-cocked crossbow.

Cutlass: A very heavy slashing and chopping sword, usually with a basket hilt. These weapons were popular with pirates because of the ghastly wounds they inflicted; most people would surrender before risking being hacked to pieces by howling madmen.



Dagger: A dagger was indispensable in the dangerous times of Elizabeth. When it wasn't driving off ruffians or parrying a rapier it was slicing one's lunch. Every character should carry a dagger at all times; no one will be surprised or offended. Daggers were often worn in the small of the back or on the hip.

Gauntlets: These heavy leather gloves are very useful for parrying light blades, and also offer some protection to the sword forearm, a favorite target among duellists.

Halberd: Another obsolete medieval polearm which was carried ceremoniously by officers. An artillerist's linstock (a pole which holds the match which touches off the cannon) can double as a halberd in an emergency.

Hand axe: A small axe suitable for throwing, fighting, or chopping wood.

Knife: The basic cutting tool. Everyone carries one, including most children.

Lance, heavy and light horse: Use of the pike in massed formations made lances use-

less; cavalry could not charge. They still saw use occasionally, however, because they were very effective at clearing away skirmishers and running down fleeing enemies.

Lobster-tail: A helmet popular among cavalrymen in the 1600s. It had a flexible neck piece which resembled a lobster tail.

Longbow: In spite of its obsolescence as a military weapon, the English persisted in using the longbow until almost 1600 and the Irish and highland Scots even longer than that. On an individual basis and in skilled hands, the longbow was superior to the musket in rate of fire and accuracy, inferior in range and armor piercing ability. Sir Roger Williams, probably the most insightful English military writer of that time, maintained that 500 musketeers were more effective than 1,500 archers. A few months of hard campaigning would leave 9 men out of 10 unable to string or draw a longbow; besides which, "few or none doo anie great hurt 12 or 14 score off . . . God forbid we should trie our bowes with their muskets and calivers," he concluded.

Matchlock Arquebus, Caliver, Musket: Matchlock guns were muzzleloaders which relied on a slow-burning match to ignite the powder charge. The musket was the standard military weapon. It was 5 to 6 feet long overall. The barrel had to be rested on a forked pole or some other support when fired. Some could fire balls up to an inch in diameter. A caliver was similar, but just enough smaller to be fired without a rest. Its overall length was 4 to 5 feet. The arquebus was a very small weapon, only about 3 feet long. All are significantly more advanced weapons than the Renaissance arquebus described in the *Player's Handbook*.

Reloading was a cumbersome and complex process requiring a fair amount of concentration. To speed things up, most musketeers carried premeasured gunpowder charges in wooden cylinders suspended from a bandolier. Each man typically carried 12 charges, leading to the cylinders being dubbed "the 12 apostles." Finer powder for the priming pan



Musketeer in cabacete, loading,
from Jacob de Gheyn



was carried in a flask and bullets wrapped in wadding were carried in a separate pouch. Perhaps the trickiest aspect of loading a matchlock was handling all of these separate accoutrements while also keeping the slow match lit and not letting it touch anything combustible.

Morion or Cabacete: The morion is a high-crowned helmet with a flared brim, often associated with the Spanish *conquistadores*. The cabacete also has a high crown but it is more conical than the flattened morion and its brim is flatter. Both helmets were used widely by soldiers of all types and nationalities.

Pike: The pike was nothing more than a large spear, 16 to 22 feet long. Used by a lone man it is clumsy and ineffectual, but when massed into lines and squares bristling with hundreds of spear points, it is tremendously effective. The humble pike is largely responsible for the death of feudalism and the disappearance of the mounted knight.

The main use of the pike was to protect musketeers against cavalry; under no circumstances can a horse be coaxed into impaling itself on a wall of pikes.

Individually, a character armed with a pike always gets the first attack against a charging opponent. If he hits a charging opponent, he does double damage and that opponent must stop at pike's length, which is well outside the reach of any weapon except another pike. On following rounds the attacker cannot close in until either: he wins the initiative, or; the pikeman wins the initiative but misses with his attack, or; the attacker lops the head off the pike with a successful hit against AC 2 and 4 or more points of slashing damage (all 4 points must be caused by a single attack). Once the opponent closes in to normal melee range the pike becomes useless; the pikeman must drop it and draw another weapon if he intends to continue fighting.

If pikes are drawn up in a solid wall, an attacker must deal with three pikemen: the one directly ahead of him and the two on either side. This necessitates using individual initiative for the attackers. For simplicity, make

three initiative rolls for a mass of pikemen and use the best result. If there is a second row of pikes behind the first, they must be overcome in the same way, and likewise a third row.

Quarterstaff: An oak staff, 5 to 7 feet long.

Rapier: The Elizabethan rapier was heavier and longer than the dress rapier of the 18th and late 17th Centuries which is most often seen in swashbuckling films. It was about 4 feet long. The blade was rigid and had both a point for thrusting and an edge for cutting. It was too heavy to be an effective parrying tool in a rapid cut-and-thrust duel, however. Parrying was done with the left hand, either holding a dagger, wrapped in a cloak, or gloved. (For more on dueling, see *Fighting Styles*.)

Saber: The saber is a cavalry weapon. It disappeared from use in the late 16th Century when cavalry was reduced to mounted pistoliers, but came back when Sweden entered the 30 Years War. A saber blade was long, straight, and heavy, with a single edge.



Musketeer in cassock and cabacete, firing,
from Jacob de Gheynp



Scimitar: The scimitar was popular in the East among the Ottomans but was little used in Europe. It was similar in many respects to the saber but the blade was curved, sometimes dramatically. It was an excellent horseman's slashing weapon, perfectly suited for the excellent horsemen of the East.

Sickle: A farming implement used by rebellious peasants.

Sling: This primitive rock launcher was uncommon in Europe but native slingers were a significant threat to Spanish forces in the New World.

Snaplock Musket, Pistol: The snaplock or snaphaunce was an early version of the flintlock. These were the most sophisticated weapons available in the Elizabethan period and were found mainly as sporting weapons in the hands of the wealthy nobility. Snaplocks are both safer and easier to use than either matchlocks or wheellocks, but aside from the improved ignition system they are little different from the earlier weapons.

Spear: Another weapon which had disappeared from Europe but which Europeans had to face in many of their colonies.

Studded Leather: Obsolete armor similar to a buff coat but covered with closely-spaced rivets. This is sometimes worn by militia.

Tassets: These are armor plates which attach to the front of a breastplate or back-and-breast to protect the thighs. They were common among pikemen.

Three-quarter Plate: This is a slightly stripped-down version of full plate armor. It was worn primarily by heavy cavalry, who dispensed with the protection for the backs of the legs, buttocks, and lower legs in order to reduce the armor's weight.

Two-handed Sword: This relic of the Renaissance could still turn up occasionally. It was an effective weapon for slicing through pike shafts if someone could be found who was willing to use it that way.

Wheellock Belt Pistol, Horse Pistol: The wheellock pistol was used widely by cavalry and by infantry officers and gentlemen until snaplock pistols became generally available.

The wheellock replaced the slow match with a spring-wound wheel similar to that on a modern cigarette lighter. Pulling the trigger released the wheel, which spun against a flint, spraying sparks into the priming pan.

The belt pistol was small enough to carry stuck through one's belt or waistband, concealed beneath a cloak. Its development had a profound influence on social violence, replacing the dagger as the weapon of choice for personal defense. Just like Colonel Colt's equalizer, it made everyone pretty much the same size.

The horse pistol was larger, up to 18 inches long. It was intended for use by cavalrymen who could sling them in holsters across their saddles. The "puffer" was a horse pistol with a large ball at the bottom of the grip. The ball made it less likely that the weapon would be dropped when drawn on a moving horse as well as making it a more effective club.

Armor Classes and Piecemeal Armor

A Mighty Fortress uses the piecemeal armor system introduced in *Oriental Adventures* and *The Complete Fighter's Handbook*. With this system, each character's armor class begins at 10, as normal. Each item of armor worn reduces that by a fixed amount, as shown on the Armor Class Table.

For example, a musketeer wearing a buff coat (-1) and a cabacete (-1) has AC 8. A cavalryman wearing a back-and-breast (-4) has AC 6. A pikeman wearing a breastplate (-4), tassets (-2), and a morion (-1) has AC 3.

Gunpowder Weapons

Some additional rules apply to the use of gunpowder weapons.

Range Modifiers: The normal range modifiers are used (-2 at medium range, -5 at long range). The modifiers are not doubled.

Armor Classes: The great advantage of firearms is their ability to punch through armor. At short range, all armor is ignored; the target's AC depends entirely on his Dexterity and cover. At medium range, the target's AC is



Cavalry fighting cavalry with swords and pistols

penalized by 5 (AC 3 becomes AC 8, AC 6 becomes AC 10). At long range the target's AC is penalized by 2.

These penalties apply only to that portion of a character's AC which comes from wearing armor. Dexterity bonuses are unaffected. The penalty cannot make a character's AC worse than it would be if he was wearing no armor.

Also note that many things that would stop an arrow will not stop a bullet, particularly at short range. Characters must get behind more substantial barricades to qualify for the cover bonus rather than concealment.

Additional Damage: No matter what sort of firearm is being used, any time a character rolls an 8, 10, or 12, he rolls the die again and adds the second roll to the first. If the second roll is again an 8, 10, or 12, he rolls a third time, and so on. It is possible for a gun to cause tremendous damage.

Missing Fire: For various reasons, these firearms would occasionally fail to fire altogether. If the attack roll is a 1, the weapon

misses fire and does not fire at all. It cannot be fired again until 10 rounds are spent clearing the charge from the barrel, cleaning, and re-loading the piece.

Hanging Fire: Sometimes the powder in a gun's breach smoulders momentarily before igniting. This is called "hanging fire." If the attack roll is a 2, the weapon hangs fire. On subsequent shots it will miss fire on a roll of 1 or 2 and hang fire on a roll of 3. Each time it hangs fire, the chance of missing fire increases by 1. This persists until the piece is cleaned.

Fouling (optional rule): Every time a gunpowder weapon is fired, burned powder accumulates in the barrel, priming pan, and touch hole. For every three shots fired (rounded down), the chance of missing fire increases by one, just like after hanging fire. This persists until the weapon is cleaned.

Point Blank Range: If a musket, arquebus, caliver, or pistol hits a target that is within 5 feet of the muzzle, the target suffers one additional point of damage from burns.



Fighting Schools

The popularity of the rapier during this period cannot be overstated. It was considered a standard part of a gentleman's outfit. Men of breeding were expected to be practiced in the rapier's use and ready to use it at any time.

Duels in the 16th and 17th Century were circular, unlike modern fencing in which both fencers advance and retreat along a line. The opponents circled each other warily, looking for the opportunity to strike.

Two major dueling schools, or styles, emerged for the rapier: the Spanish school and the Italian school.

In the Spanish school the body was turned slightly away from the opponent, the feet kept close together, and the sword arm extended straight out from the shoulder toward the opponent's face. Most attacks were straight cuts aimed at the head, upper chest, and sword arm. The left arm was held down and out of the way. Defense relied on quick movement and blade control.

In the Italian school the body was also turned slightly away but the feet were kept widely spaced. The sword arm could be extended straight or bent slightly at the elbow. The left arm was held up with the hand near the ear. Defense relied on mirroring the opponent's stance and parrying with the left hand, either holding a dagger, wearing a gauntlet, or wrapped in a cloak or hat.

A third school also existed: the old school. This was the sword-and-buckler style of fighting which had predominated in the previous hundred years. These weapons fell out of fashion by the turn of the 17th century, but the school still had many serious adherents.

The Spanish School

Spanish style swordsmanship can be learned as a weapon proficiency. It costs one slot. The character must also have rapier or saber proficiency. It grants the character certain bonuses in combat.

The Spanish school grants an AC benefit of



Surprise attack against officers loyal to Wallenstein at Eger



+1. Each additional slot devoted to this proficiency increases the AC bonus by one. However, a character can spend additional slots only once per three experience levels; e.g., he can spend a second slot at 3rd level, a 3rd slot at 6th level, etc.

This AC bonus relies on movement and evasion so it has the same restrictions as AC bonuses from Dexterity. If the character cannot move or does not see the attack coming, he does not get this benefit. The character must also be fighting with a rapier, saber, or dagger, or unarmed; using any other weapon negates this bonus.

The Italian School

Italian style swordsmanship can be learned as a weapon proficiency. It costs two slots and the character must also have rapier proficiency. It grants the character certain abilities in combat.

The Italian school teaches the duelist to mirror his opponent's posture and guard, making it impossible for the opponent to attack without first shifting posture or attacking the defender's blade. Therefore, an Italian school swordsman cannot be attacked with a small- or medium-size melee weapon if he has the initiative. His opponent, regardless of his school, must win initiative in order to attack.

Using Italian style also gives the character one free parry every round. In addition, he can use one or more of his normal attacks to parry. The first parry in a round is the free parry; any additional parries must be converted attacks. If the duelist intends to parry more than once, this must be declared before initiative is rolled.

In order to parry, the character must have a dagger in his left hand or have some other sort of protection for the hand. A leather glove, a cloak, or a floppy felt hat are the most common; a silk handkerchief is not sufficient.

If an attack hits the character, he gets to parry before damage is rolled. To do so, he rolls a normal attack against his opponent's AC. If this roll succeeds then the attack is par-

ried and it has no effect. If the roll fails the attack is not parried and it causes damage normally.

Old Style

Old style is the method of fighting represented by the standard AD&D® game combat rules. It confers no special bonuses, neither does it use up any proficiency slots.

Mixing Proficiencies

A character can learn both Spanish and Italian style swordsmanship but cannot use both at the same time. The player must declare before rolling initiative which school he is using. If he forgets, he is using the same style as the previous round or Spanish style on the first round.

Optional Dueling Rules

Several optional rules will enhance the excitement of dueling.

Individual Initiative: (pg. 95, *PHB*) Large duels tend to divide down into numerous one-on-one confrontations. Use of the individual initiative rule is strongly recommended.

Initiative Modifiers: (pg. 100, *PHB*) Likewise, the weapon speed modifiers are strongly recommended.

Parrying: (page 100, *PHB*) The standard parrying rule is quite useful when facing several opponents. This represents the universal parry taught by both schools. The defender sweeps his blade, hoping to catch all attackers' blades and beat them aside. Because the left hand must be held back and out of the way, no left-hand parry is possible when using the sweep parry.

Weak Opponents: (page 57, *DMG*) The rule regarding multiple attacks against opponents with less than one hit die is recommended.

The Complete Fighter's Handbook: This handy supplement contains many optional combat rules to spice up a duelist's life. Any or all of them can be used in the context of A



Mighty Fortress.

Critical Hits and Fumbles: (page 61, *DMG*) This rule works well in dueling situations. It is recommended that on a critical fumble (die roll of 1), the attacker be allowed an immediate riposte (counterattack). This attack does not count against the character's allowed attacks per round; it happens even if the character has already used all his attacks; and it does require an attack roll. A riposte can be parried and it can lead to another riposte, if the die roll is 1.

Morale: In a duel of honor, an NPC must make a morale check every time he is wounded. If he has been wounded fewer times than the PC he is fighting, he gets a +2 bonus. If he fails the check, he surrenders. (Of course, an NPC can surrender or refuse to surrender any time at the DM's whim.)

Specific Injuries: (pg. 74, *DMG*) Using standard AD&D game rules, wounds have no debilitating effects on characters; our heroes fight at full efficiency until they die. But many wounds can incapacitate without killing. If this optional rule is used, every wound penalizes a character's THAC0 by 1. Half of this penalty disappears when the character's wounds are bound (each wound reduces THAC0 by x , round fractions in the character's favor). The remainder of the penalty disappears when the wounds are healed or after three days of rest, whichever comes first.

Hovering on Death's Door: (pg. 75, *DMG*) This is a good rule to use with all historical settings. It helps offset the lack of magical healing.

Broken Weapons: Rapiers were prone to breaking at inopportune times: when parried viciously or when stuck through a suddenly collapsing body.

If the attack roll is a 1, the defender can choose to forego his riposte for a chance to break the opponent's rapier. The attacker must make a saving roll vs. crushing blow for his sword (succeeds on 7+). If this save fails, the attacker's blade is broken. If the opponent is using the Italian school or is using any slashing or bludgeoning weapon, there is a -2 pen-

alty on this save.

Also, if a rapier attack causes maximum damage, the attacker must make a saving roll vs. crushing blow with a +5 bonus. If it fails, his blade snaps from the force of the blow.

A broken rapier can still be used. It has all the characteristics of a dagger.

Trailing the Pike

"Trailing the pike" was Elizabethan slang for serving in the wars. This section deals with what happens when PCs march off to war.

The Company: Upon joining a company, the character must determine whether he will be a musketeer, a pikeman, a light cavalryman, or a heavy cavalryman. A character can also seek employment with an artillery company, but most artillery was operated as a privately owned business. The best positions for player characters interested in adventure are the musketeers and the light cavalry.

A character who is 3rd level or higher or social standing 8 or higher may be offered a position of command. This will generally be a corporal's rank, commanding a section (musketeers) or squadron (cavalry). If the character has lots of cash, he can buy a position. The price is negotiable, but should never be less than £10.

If a character is powerful (level 6+) or influential (social standing 11+), he can raise his own company. He will need a supply of cash to pay enlistment bonuses and buy weapons. The unit can be raised as part of a national army, in which case wages are paid (infrequently) by the government, or as a mercenary unit, in which case a negotiated fee is paid to the commander who is in turn responsible for paying his soldier's wages. Typical monthly wages are listed on the Military Pay Table.

Military Pay Table

Musketeer	£2
Pikeman	£2
Light Cavalryman	£2
Heavy Cavalryman	£4



Gunner's Mate	£3
Master Gunner	£10
Engineer	£60
Sapper	R4
Deckhand	R4
Able Seaman	£1
Corporal	£5
Ensign	£6
Lieutenant	£8
Captain	£12
Sergeant-major	£15
Colonel	£20
General	*

* The general probably does not receive a regular wage, but he more than makes up for it through the loot he garners.

Skirmishes

Skirmishes were the most common sort of fight a soldier could find himself involved in. Any small clash with the enemy (generally involving a company or less on each side) could be considered a skirmish.

Skirmishes are fought between scouting parties and enemy pickets, between foraging parties, between sappers and soldiers sortying from a besieged fortress, between garrisons and raiding parties.

A small skirmish can be resolved using standard AD&D® combat rules. Players with the appropriate miniature gaming equipment can fight it out using the BATTLESYSTEM™ *Skirmishes* rules. To simplify things in a larger skirmish, determine a standard armor class and hit dice for each type of NPC involved. Assume that each hit kills off one hit die, so a 1st level NPC is killed by one hit, a 2nd level NPC by two hits, etc.

Most NPC regular soldiers have the characteristics listed below. Militia or recruits should always be only one hit die, elite or veteran units can be higher.

Always consider the NPCs' morale, both the enemy's and the characters' henchmen. If things are going badly, they will be very likely to break off the fight, especially in a skirmish

where breaking off usually is easy and there is little at stake. NPCs breaking off a skirmish are not likely to drop weapons or valuables in their flight unless they are pressed very hard.

Soldier	AC	THAC0	HD	MV
Musketeer	9	20	1	12
Pikeman	5	20	1	9
Swordsman	4	19	2	9
Light Cav.	8	19	2	21
Heavy Cav.	2	19	3	18
Officer	4	18	4	9

Field Battles

Field battles were rare in this period. During the four years of the English Civil War, for example, there were fewer than a dozen large field battles. But such a battle was often the climax of a season's campaigning and could make or break a commander's career. His great victory at Breitenfeld established Gustav Adolphus as the foremost general of his age, just as the tremendous upset at Rocroi demonstrated the brilliance of the 22-year-old duc d'Enghien.

Four ways to resolve a field battle are presented here, starting with the very simple and ending with the very elaborate.

Storytelling Battle Resolution: The simplest way to resolve a battle is for the DM to look at the situation and decide who wins and how. Then he relates this in dramatic, storytelling fashion to the players, giving them the chance to react as needed. This can work quite well if the DM has some knowledge of military history and the players trust him to be fair.

For DMs who are not entirely comfortable scripting a battle on their own, there are many books containing wonderful and detailed descriptions of historical battles, describing the ebb and flow of events. DMs should borrow liberally from these sources, especially if the characters are present at one of the major battles which actually occurred.

Simple Battle Resolution: Treat each army as two AD&D® game characters. The first represents the cavalry, the second represents



the infantry. These characters have the scores shown below. The DM can make modifications based on brilliant leadership (initiative bonus), favorable position (AC bonus), troop quality or equipment (THAC0 bonus), or fervor (morale bonus).

The battle opens with four rounds of combat between just the cavalry. Starting on the fifth round, the infantry joins in. Cavalry must fight cavalry and infantry must fight infantry until the opposing unit is destroyed. If the opposing infantry is destroyed, any surviving cavalry flees and the battle is over. If opposing cavalry is destroyed the surviving cavalry can attack the enemy infantry. Infantry being attacked by cavalry must check morale at the end of every round. Infantry must also check morale at the end of every round

when it loses a hit. If morale fails, the infantry flees and the battle is over. If no one has won by the end of the 10th round the battle ends with no clear victor. Either army can slip away during the night.

Unit	AC	THAC0	Hits	ML
Weak Cavalry	6	20	2	na
Average Cavalry	5	19	3	na
Strong Cavalry	4	18	4	na
Weak Infantry	7	19	4	12
Average Infantry	6	18	6	13
Strong Infantry	5	17	8	13

Detailed Battle Resolution: This is similar to the simple system but involves many more units. Each regiment (or company, in small battles) is rated according to its AC, THAC0,



Officer directing musketeers, oil sketch by unknown diarist



Army muster

hits, and morale. The battle is expanded to include both cavalry wings and artillery.

After determining the characteristics of each unit, commanders deploy their armies. Infantry and artillery must be placed together in the middle and the available cavalry must be split, with at least one unit on each flank. Each unit should have a token of some sort: coins, poker chips, dice, miniature figures, and wargame counters work well.

The battle opens with $1d6+1$ rounds of cavalry combat and artillery bombardment. This is followed by $3d6$ rounds of battle involving the main battle lines. Determine initiative anew each round.

During the opening rounds, cavalry can fight opposing cavalry on the same flank and artillery can fire at opposing infantry.

If a unit is reduced to one hit, its AC automatically becomes 10 and its THAC0 becomes 20. If attacked by cavalry, the cavalry gets two attacks. Any unit with only one hit must pass a morale check at the end of the turn to stay and fight. Artillery has no effect on units with only one hit left. None of these penalties or restrictions applies to units that had only one hit to begin with.

If all of the cavalry on one wing is destroyed or driven off, each cavalry unit left on that wing must make a morale check. Those that fail are removed; they are pursuing the defeated cavalry. Those that pass can attack the enemy's main line on the next round.

The target of each attack must be designated before any attack dice are rolled. Artillery can fire at any unit the firing player wants. Cavalry can attack any opposing unit. One attack must be designated against every opposing unit before any unit can be attacked more than once in a round. Once an attack is designated against every enemy unit, additional units can be allotted however the attacker wants.

If cavalry attacks the enemy's main line before the general infantry engagement starts, only those infantry units that are attacked can fight back.

The battle ends when all of one side's infan-

try is destroyed or driven off. If time runs out first, there is no clear victor and either army can slip away during the night.

Unit	AC	THAC0	Hits	ML
Green Light Cavalry	8	20	2	11
Regular Light Cavalry	7	19	3	12
Veteran Light Cavalry	7	18	4	13
Green Heavy Cavalry	3	20	2	12
Regular Heavy Cavalry	2	19	3	13
Veteran Heavy Cavalry	2	18	4	14
Militia Infantry	9	20	1	10
Green Infantry	9	20	2	11
Regular Infantry	8	19	2	12
Veteran Infantry	7	19	3	13
Elite Infantry*	7	18	4	14
Artillery	9	20	2	15

* All Spanish infantry is considered elite.

Miniatures Battle Resolution: The ultimate method for determining the outcome of a battle is to conduct it with miniature figures using BATTLESYSTEM™ rules. While this takes considerable preparation and time, it is a great way to spend a gaming session and a terrific change of pace.

Sieges

Sieges were very common. Most wealthy cities had modern defenses. Because the science of fortification was advanced well



beyond that of artillery, prospects for a quick resolution through bombardment and assault were slight. Any assault would take a very high toll among the attackers. Most generals chose instead to surround fortified cities and let starvation and disease do the dirty work.

This approach led to very long, dreary, and tiring sieges. The attackers, forced to live unprotected outside the city, often suffered as much as those inside. But unless a relief army arrived to drive away the besiegers or the weather was particularly brutal, the city was probably doomed.

The best way to resolve a siege is for the DM to simply decide how long the city can hold out. Until then, there is little for anyone but the engineers, sappers, and artillerists to do. The PCs can be kept busy during that time with gambling, patrolling for people trying to get into or out of the city, protecting sappers, foraging in the countryside, fighting sorties, uncovering plots to betray the city defenses, or carrying secret messages out of the city and slipping through the encircling siege works.

PCs On the Battlefield

If using detailed battle resolution, always give a bonus to a unit containing PCs (try to keep the PCs together). Improve its THAC0 or AC, or treat it as one grade better.

Every time the PCs' unit takes a hit, every character must make a saving throw vs. paralyzation. Those who fail suffer 1d8 points of damage.

If the PCs' unit is destroyed or runs away, the PCs can either flee to save their lives or run to join a different unit which is still fighting. Anyone who flees must also make a saving throw vs. paralyzation. Failure means that the character was seen doing something particularly cowardly and is disgraced (disgrace applies only to characters who are bound by honor, q.v.).

If a player rolls a 20 on any of these saving throws, his character has done something particularly heroic. He will be commended after the battle and should be considered for promotion. At the very least, if he was in disgrace he has redeemed his honor.

If using simple battle resolution, PCs need to make a saving throw only if they are defeated (remember that cavalry can be defeated even if infantry wins the battle).

The Spoils of War

One of the great inducements to military service was that the victors got to loot their enemies' camps and cities. Some men became quite rich off plunder.

If the PCs are part of a victorious army, the DM rolls percentile dice. The result is the *loot potential*. Each character who was still around at the end of the battle (i.e., wasn't killed and didn't run away) gets to roll percentile dice. If the roll is equal to or less than the loot potential, the character gets crowns equal to the number he rolled.

Soldiers from the ranks get one roll; corporals, ensigns, and lieutenants get two rolls; captains and sergeant-majors get three rolls; colonels get five rolls; generals get eight rolls. If the character did something heroic or was part of a successful siege, he gets one extra roll.



Pikeman in back-and-breast with tassels, set to receive charge, from Jacob de Gheyn



Weapons Table

Item	Cost	Weight (lbs)	Size	Type	Speed Factor	Dmg S-M	Dmg L
Brandistock	£10	5	M	P	7	1d6	1d6
Cannon, field/naval gun	£4,000	1,000 ¹	L	B	20	* ²	* ²
Cannon, galloper	£400	400 ¹	L	B	20	* ²	* ²
Cannon, siege gun	£7,000	2,000 ¹	L	B	20	* ²	* ²
Club	free	3	M	B	4	1d6	1d3
Crossbow, heavy	£30	14	M	P	10 ³	1d4 + 1	1d6 + 1
Crossbow, light	£20	7	M	P	7 ³	1d4	1d4
Dagger	£1	1	S	P	2	1d4	1d3
Hand axe	R5	5	M	S	4	1d6	1d4
Knife	R5	x	S	P/S	2	1d3	1d2
Lance, light horse	£4	5	L	P	6	1d6	1d8
Lance, heavy horse	£9	15	L	P	8	1d8 + 1	3d6
Longbow	£50	3	L	P	8	1d6	1d6
Matchlock Firearms							
Arquebus	£5	10	M	P	10 ³	1d10 ⁵	1d10 ⁵
Caliver	£3	11	M	P	9 ³	1d8 ⁶	1d8 ⁶
Musket with rest	£20	20	L	P	12 ³	1d12 ⁴	1d12 ⁴
Polearms							
Bill	£4	15	L	P/S	10	2d4	1d10
Halberd	£6	15	L	P/S	9	1d10	2d6
Pike	£3	12	L	P	13 ⁷	1d6	1d12
Quarterstaff	free	4	L	B	4	1d6	1d6
Sickle	£3	3	S	S	4	1d4 + 1	1d4
Sling	£2	na	S	B	6	1d4 + 1	1d6 + 1
Snaphcock (flintlock) Firearms							
Musket	£85	14	M	P	8 ³	1d12 ⁴	1d12 ⁴
Pistol	£45	3	S	P	6 ³	1d8 ⁵	1d8 ⁵
Spear	R8	5	M	P	6	1d6	1d8
Swords							
Broad sword	£6	4	M	S	5	1d8	1d12
Cutlass	£15	5	M	S	5	1d6	1d8
Rapier	£25	2	M	P	4	1d6 + 1	1d8 + 1
Saber	£23	3	M	S	4	1d6 + 1	1d8 + 1
Scimitar	£28	3	M	S	5	1d8	1d8
Two-handed Sword	£30	15	L	S	10	1d10	3d6
Wheellock Pistols							
Belt pistol	£18	3	S	P	7 ³	1d8 ⁶	1d8 ⁶
Horse pistol	£35	4	S	P	8 ³	1d10 ⁵	1d10 ⁵

1 It takes a total combined Strength of at least 25 (15 in the case of the galloper gun) to move a cannon by manhandling it. That's just rolling it across the ground slowly. Anything else requires horses.

2 Every character in the area of impact must make a saving throw vs. petrification. If successful, take 1d4 points of damage. If the saving roll fails, take 1d12 x 5 points of damage.

3 If the character had a full round to prepare so the weapon is in firing position at the beginning of the round, its speed factor is 1.

4 On a roll of 8, 10, or 12, roll again and add the damage.

5 On a roll of 8 or 10, roll again and add the damage.

6 On a roll of 8, roll again and add the damage.

7 If set and receiving a charge, the pikeman wins initiative automatically.

£ = gold crowns (Spanish peso or French ecu);

R = Spanish real (silver);

¢ = French sou/Dutch stuiver/English penny (copper)



Missile Weapon Ranges

Weapon	RoF	Short	Range in Yards		
			Medium	Long	
Cannon, field/naval gun	1/12	450	2,250	4,500	
Cannon, galloper	1/10	250	1,250	3,000	
Cannon, siege gun	1/20	500	2,500	5,000	
Crossbow, heavy	1/2	80	160	240	
Crossbow, light	1	60	120	180	
Dagger	2/1	20	40	60	
Hand axe	1	10	20	30	
Knife	2/1	20	40	60	
Longbow	2/1	70	140	210	
Matchlock Arquebus	1/2	50	100	300	
Matchlock Caliver	1/2	40	80	240	
Matchlock Musket	1/2	60	120	360	
Sling	1	50	100	200	
Snaplock musket	1	65	130	390	
Snaplock pistol	1	15	30	45	
Spear	1	10	20	30	
Wheelock belt pistol	1	15	30	45	
Wheelock horse pistol	1/2	20	40	60	

Armor and Armor Classes

Armor	Cost	Weight (lbs)	Armor Class Reduction
Back-and-Breast	£100	35	4
Boots, thigh high	£2	2	1
Breastplate	£70	20	4 ¹
Buckler	£2	5	1
Buff Coat	£2	5	1
Burgonet	£7	5	1 ²
Lobster-tail	£4	4	1
Morion or Cabacete	£4	5	1 ²
Studded Leather	£6	25	2
Tassets	£50	10	2
Three-quarter Plate	£350	60	7

1 A breastplate provides four points of protection from the front only. From the rear, its AC reduction is only 1 (as it would normally be worn over a leather coat).

2 Those players using *The Complete Fighter's Handbook* should note that this is a departure from the optional helmet rules in that book. Cavalry and pike of this period considered head protection important, especially if they expected to ever fight saber-armed cavalry. Shot commonly fought without helmets; they preferred to avoid melee altogether.

Four Wars

In the ten decades from 1550 to 1650, only one year passed—1610—which did not see open warfare anywhere in Europe. And even then, there was considerable movement of troops and preparation for war.

Collectively, these clashes are called the wars of religion. Most of the conflict grew out of religious differences, at least initially.

But during the course of the fighting, the nature of war and the reasons for war changed significantly. In the 16th Century, wars were fought for religious freedom or religious unity. National borders were no obstacle to religious loyalty. German Protestants felt more kinship with French Protestants than with German Catholics. Calvinists barely recognized the existence of political states.

By the middle of the 17th Century, however, religion was no longer the primary driving force in society. It had been replaced by a developing sense of nationalism. Instead of Catholics fighting Protestants, Frenchmen fought Spaniards and royalists fought parliamentarians. The struggles became specifically political, with religious overtones pushed to the background or absent entirely.

War as a Role-Playing Backdrop

This chapter is included in this book for two reasons. First, because warfare was such a significant factor in the period being discussed—it is difficult to talk about these years without examining the wars. Second, war makes an exciting backdrop for role-playing adventures.

The phrase “gentleman adventurer” captures perfectly the air of soldiering in the Elizabethan age. War was an adventure, a chance to travel, to test one’s mettle, to be heroic, and possibly to become quite rich. At least, that was the popular image. The reality of war, as in most ages, was boredom, deprivation, cruelty, and random death. But the AD&D® game is about heroic adventure, so the popular myth suits our purposes best.

For the DM who wants to use a war as the setting for his historical campaign, this chap-

ter summarizes the courses of the four major wars of the period: the French religious war against the Huguenots, the Netherlands revolt against Spain, the Thirty Years War, and the English Civil War.

The Netherlands Revolt

The territory that now comprises the modern countries of Belgium, the Netherlands, and Luxembourg was not a country in the 16th Century. It was interchangeably known as the Netherlands and the Low Countries and had no other collective name or identity. It was a collection of 17 distinct and independent provinces, which in the 15th Century had all been inherited, purchased, or conquered by the dukes of Burgundy. The Duke, in turn, passed them on to Charles V and his son, Philip II of Spain.

In the north, people spoke a dialect of German; in the south, a dialect of French. The southern provinces were flourishing trading centers, the northern were prosperous fishing centers. Each province had its own laws and the right to set its own taxes. Protestantism took hold early and firmly in the region.

The provinces came to be a unit simply because they were ruled by one man, the Duke of Burgundy. This caused no problems, even when the rule passed to Charles V. Trouble began with the accession of Charles’s son, Philip. Unlike his father, Philip was seen as a foreigner: a Spaniard who ruled from Spain. Moreover, Philip’s zealous devotion to Catholicism and his disdain for mercantilism almost guaranteed a clash.

In 1566, about 200 nobles from all 17 provinces and of all religions formed a league with the goal of checking Spanish influence in the Netherlands. Initially, they petitioned Philip II on one point: that he not employ the Spanish Inquisition in the Netherlands. The nobles were concerned not only about the unrest that might develop, but that the presence of a foreign court would erode their own provincial liberties and undermine their constitutions.

The petition was refused. As word spread,



it was accompanied by rioting and revolts. Four hundred churches were pillaged in a week, mostly by Calvinist tradesmen bent on destroying what they considered to be idolatrous symbols of tyrannical popery. The protests were both anti-Catholic and anti-Spanish.

Philip II was appalled at the desecrations. His reaction was to send not only the Inquisition, but the iron-fisted Duke of Alva and thousands of Spanish troops as well. Alva cracked down ruthlessly, executing thousands of rebels, levying taxes, and confiscating property from all classes. The brutality of the reaction created a sense of unity among the Dutch, giving the divided provinces a common enemy.

William of Orange ("William the Silent") had been Philip's lieutenant in the County of Holland until his property was confiscated by Alva. He emerged as the leader of the opposition and began issuing letters of marque to ship captains of every nationality and persuasion to wage war against Spain. The entire coast was subjected to terrifying lightning raids by English, Danish, Scottish, and Dutch freebooters.

In response, Alva renewed his hangings, tortures, burnings, and confiscations. Anarchy and terror reigned over the entire region for 10 years, with no clear religious or political lines. Atrocities became so commonplace that in Spain, mothers would rebuke unruly children with the saying, "Where do you think you are, in the Netherlands?" This finally changed in 1576 when representatives of all 17 provinces overcame their differences and united in their ambition to drive out the Spanish, at any cost.

England Intervenes

Queen Elizabeth provided surreptitious aid to the Dutch rebels for several years. She could not afford to support them openly for several reasons. Most important was the fact that Elizabeth herself was Protestant, but a significant number of her subjects were Cath-

olic. Waiting in the wings was Mary, Queen of Scots, a Catholic and heir to the English throne. Elizabeth feared, with good reason, that overt support of Dutch Protestants against Spanish Catholics could start a rebellion in her own country which would end with Mary on the throne. One of the few trump cards Elizabeth held was the fact that, while many of her countrymen disliked their Protestant queen, they despised the Spanish.

Don Juan, half-brother of Philip II, became governor-general of the Netherlands in 1576. He brought with him a scheme to crush the Dutch revolt and then use the Low Countries as a staging area for an invasion of England.

Elizabeth was aware of all this. To combat it, she supported the Duke of Alencon, a French Huguenot who was aiding the Dutch and who hoped, with Elizabeth's help, to drive out the Spanish and have himself declared king of the United Provinces.

But in 1578 Don Juan died. He was replaced by the Prince of Parma, a diplomat as well as a soldier. Through skilled negotiation and compromise he managed to do in one year what Alva and Don Juan had failed to do in twelve: he drove a political wedge between the provinces, breaking their combined power. The southern provinces, reassured that with peace would come most of the liberties and autonomy they had once enjoyed, fell in with Spain again. The seven northernmost provinces responded in 1579 by forming the Union of Utrecht. Two years later, under the banner of the United Provinces of the Netherlands, they formally declared their independence. The great Flemish towns of Antwerp, Bruges, and Ghent sided with the union, commonly called the Dutch Republic.

The war dragged on, but now it had a clear geographical delineation: north against south, with most of the fighting centering on the Flemish cities in between.

The city of Antwerp was the leading North Sea port and the best suited for launching an invasion of England. When Parma's army moved against that city, Elizabeth's hand was forced and England had to enter the war



openly. The Earl of Leicester and 6,000 English troops set sail for the continent in 1585.

Playing upon the overall level of anti-Spanish paranoia and popular indignation at foreign meddling, Elizabeth rallied Britain behind the invasion. English soldiers fought alongside the Dutch in the Netherlands and English and Dutch privateers tore into Spanish shipping, treasure fleets, colonies, even pillaged the Spanish Main.

Armada Catolica

The Spanish felt pressure on all sides. Their armies were suffering in the Netherlands, their colonies were in disarray, and they could not hope to protect their vast treasure fleets against bold raiders. Victory in the Nether-

lands, Philip concluded, could only be won through victory in England. At the very least, Elizabeth had to be deposed.

Such an invasion called for an immense fleet. Spain, perhaps alone in the world at that time, had the wherewithal to build it. But even that was not a simple matter. Sir Francis Drake, in April 1587, sailed his ships into the port of Cadiz and burned more than 30 Spanish ships which were assembling for the attack. This and similar raids delayed the launching of the armada by two years.

Finally, in 1588, the *armada catolica* was ready. It was the most powerful fleet that had ever sailed, containing 130 ships, 30,000 men, and 2,400 cannons. Its fate is legend.

The great fleet was attacked in the Channel by some 200 English ships. Lighter, faster, and



The surrender of Breda to Spanish forces, by Velasquez



well-armed, the English overwhelmed the vast armada a few ships at a time, whittling away its strength. The ships were then blown northward by a storm, afterward dubbed the "Protestant wind," which carried them around the northern and western coasts of Scotland and Ireland. These were treacherous waters even for pilots with charts and first-hand experience. The Spanish pilots had neither. The armada did not escape so much as it simply evaporated.

The destruction of the armada ended Spain's hopes for a quick victory, but did not end the war. Philip died in 1598. Still the battles raged back and forth. Finally, in 1609 a twelve-year truce was signed. The Spanish had made gains in the center ground, controlling Antwerp and several other key cities. The seven original provinces which formed the Union of Utrecht remained outside Spanish control, and these became the United Provinces, their people the Dutch. The 10 southern provinces became the Spanish Netherlands, and their people either converted to Catholicism or fled to the Protestant north.

Economically, the war had been disastrous for the south, and the aftermath was almost as bad. Although the Spanish controlled the great ports of Antwerp and Ghent, the Dutch controlled the Scheldt Estuary which links those ports to the sea, and they blocked ocean-going ships from traveling the estuary in either direction. Amsterdam became the new financial center.

Even more significantly, the loss of the Armada left Spain critically weak at sea. For the first time in over a century, other nations could send merchant ships across the oceans with confidence. The English East India Company was founded in 1600, the Dutch East India Company in 1602. Both countries began establishing overseas colonies.

Spain was still the richest, most powerful country in Europe, but its decline had begun. Its great treasury was depleted, the nobility was swollen, idle, and contemptuous of the lower classes, and the hard-working *moriscos* who would form the middle class were perse-

cuted and driven away.

The true victor was England. Its security was assured and its people were united in a national identity.

French Wars of Religion

"Wars of religion" is a very misleading term when applied to the civil upheaval which rocked France from 1562 to 1598. These conflicts were as much political as religious, but the battlelines often followed religious divisions. In most regards, it was a case of people who felt abused rebelling against higher authority. This was not just political or feudal rebellion, because it occurred on all levels: towns and provinces, craft guilds, nobles, churches, even legal courts.

By the standards of the time, France was a very large country. It had three times the territory of England and five times that island's population. Just crossing the country from one side to the other took almost three weeks of steady travel. What this means is that the "King of France" was a central authority only in certain limited regards: he had the power to make treaties and to call up Frenchmen to fight in a war. Beyond that, most of the work of running the country on a daily basis was done locally. Some of the French provinces, such as Brittany, Burgundy, Languedoc, and Provence, were as large and influential as independent kingdoms. The king's "good towns" were nearly independent cities. All of the provinces, cities, and administrative areas were ruled by the king, yet each had its own laws, court system, tariffs and taxes, and parliament.

This system seemed to work passably well until religious diversity was tossed in. France was never closely allied with the Roman popes, in spite of being Catholic. Papal decrees and regulations were routinely ignored by both the French nobility and clergy. Because of this independence from Rome, Lutheranism never caught on in France. Calvinism did.



Huguenots

Calvin was by birth a Frenchman (Jean Cauvin), and his radical preachings spread quickly through his native country. The differences between Calvinism and Catholicism are not merely differences of opinion or interpretation. The two religions propose completely different functions for the church. In 1560, religion was still the primary social institution, and differences between the religions were apparent in every aspect of life. Calvinists preached against kings and bishops and desecrated churches, destroying what they considered idolatrous images.

To make matters worse, Calvinism was especially popular among the nobility. Like their counterparts in the Holy Roman Empire, these nobles believed they had the right to decide what religion would be practiced on their own estates by their subjects.

These French Calvinists were known as Huguenots. Southwestern France was the most widely affected area, but Huguenot strongholds cropped up all over the country as whole cities switched religions.

This movement was opposed by both Francis I and Henry II. French nobility as a class was traditionally hard to control, which always made the nobles suspect in the eyes of the king. Seeing the nobility flocking to a religious doctrine that recognized no earthly authority above religion or the church elite had to be ominous and was interpreted as the opening moves of rebellion. By the 1550s Huguenots were persecuted with official sanction and many were burned at the stake.

But in 1559 Henry II was killed accidentally and the crown fell in succession to his three teenage sons: Francis II, 15 when his father died, passed on himself in 1560; his younger brother Charles IX died in 1574; and the youngest son, Henry III, died in 1589. All three were weak and ineffective kings, tugged this way and that by powerful factions. Only their mother, Catherine de'Medicis, wielded any lasting power. Under their rulership, the country fell apart.

Despite persecution, the Huguenots were too strong and too numerous to go into hiding. Considering that among them were almost a third of France's nobles, who were also the country's professional warriors, it is not surprising that the Huguenots fought to protect themselves.

The situation throughout France in the last four decades of the 16th Century was horrendous. It was a civil war—as many as nine distinct wars, in fact—but not the type that most people are familiar with. In the American Civil War, for example, there was easy distinction between sides: It was north against south, with a clear geographic boundary between the two. The main antagonists were two opposing governments. The North considered itself the legitimate U.S. government fighting to preserve political unity; the South considered itself a fledgling country fighting for independence.

The French civil wars, on the other hand, were not wars fought between governments, but in the complete absence of government.

*Roving bands of armed men, without territorial base or regular means of subsistence, wandered about the country, fighting and plundering, joining or separating from other similar bands, in shifting hosts that were quickly formed or quickly dissolved. The underlying social conditions, the incessant rise of prices, detached many people from their old routines, made it impossible for small gentry or wage workers to live on their incomes and threw them into a life of adventure. The more prominent leaders could thus easily obtain followers, and at the coming of such cohorts the peasants usually took to the woods, while bourgeois would lock the gates of their cities. Or else peasants would form protective leagues, like vigilantes, and even small towns maintained diminutive armies.**

*Palmer, R.R., and Joel Colton; *A History of the Modern World*; p. 116; Alfred A. Knopf, 1965.



The most prominent leaders during this time were Admiral de Coligny, Henry of Bourbon, the Duke of Guise, and the Cardinal of Lorraine. Catherine de' Medicis and the kings were caught in the middle and tried to play the factions against each other.

The most heinous act of this chilling play occurred in 1572 during a lull in open warfare. Henry of Bourbon, who was the king of a small territory in the Pyrenees called Navarre, was to be married in Paris. Huguenots from all across France gathered for the celebration. Catherine plotted with her supporters and at midnight on St. Bartholomew's day, thousands of Huguenots were attacked in their sleep, dragged from their beds and murdered in the streets. Admiral de Coligny was killed; Henry of Navarre managed to escape only by temporarily converting to Catholicism.

The fighting, of course, flared again as news of this atrocity spread. If anything, both sides became more vicious and cruel. No one was safe, whether soldier or civilian, Catholic or Huguenot.

Paris is Well Worth a Mass

Eventually, a moderate course began to emerge. Certain influential thinkers, called *politiques*, proposed that no religion was worth eternal war and bloodshed, that perhaps compromise could provide a solution. They believed that the state should be willing to overlook a man's views if that man was willing to abide by the state's laws.

Henry of Navarre believed in this philosophy. By a stroke of fortune, both the king, Henry III, and his heir, Henry of Guise, were assassinated in 1589, each by the other's agent. The legal heir was Henry of Navarre, and he ascended the throne as Henry IV.

The Catholic majority was not the least bit pleased with this, and the fighting continued as bloodily as ever. Paris, a Catholic bastion, refused to open its gates to the new king. Concerned only with restoring civil order, Henry renounced his Calvinist faith and subjected himself to the Pope's absolution, remarking,

"Paris is well worth a mass." This, in turn, alarmed the Huguenots, and so the fighting continued. Finally, in 1598 Henry IV issued the Edict of Nantes, guaranteeing both the Huguenots' freedom to worship as they pleased and their access to political power, legal protection, education, even their own fortified towns.

After so many years of hatred and strife, it would be naive to expect everyone to be happy with an equitable solution, and they were not. But the law was enforced through Henry's statesmanship and willpower. After thirty years of cutting its own throat, France finally had a strong and savvy king. Tragically, Henry was assassinated in 1610 by a Catholic fanatic, but he had pulled France from the mire and laid the foundations for the absolute monarchy.

La Rochelle

As a footnote to the French wars, in 1627 a Huguenot rebellion arose in the Protestant fortified town of La Rochelle. In spite of English aid, the town was besieged and captured by the French army in 1628. As a result the Edict of Nantes was amended, denying the Huguenots their fortified towns, their armies, and all their territorial and military rights. This episode is placed in its historical context here because it figures prominently in *The Three Musketeers*, by Alexander Dumas.

The Thirty Years War

The Holy Roman Empire was vast in every way. It stretched from France to Poland and from the Baltic to the Adriatic. Most of its people were German but they also included Czechs, Swiss, French, Belgians, and Italians. Over 300 individual governments—princes, dukes, barons, bishops, abbots, knights, marquises, bourgeois merchants, town councils, and countless others—ruled over a political landscape which resembled a jigsaw puzzle.

These petty rulers ("petty" is used cautiously—some, like the electors, were



quite powerful) were militantly independent. Drawing on precedents established in medieval times, they claimed specific liberties and rights under the Emperor, who was left with little effective power.

While the economic position of the peasants in western Europe was improving steadily, albeit slowly, peasants in eastern Europe were losing ground (literally) to their lords. Simultaneously, merchant guilds and free cities built up enormous fiscal power. In 1500, the Empire was the center of European trade and culture. It seemed that all goods passed through Germany and most of the continent's leading thinkers congregated there.

The Reformation had begun in Germany, and it had its most profound effect there. The Peace of Augsburg, ratified in 1555, stipulated that each ruler had the authority to determine the religion of his subjects. Many of the empire's rulers chose Lutheranism. Certainly some did so out of religious conviction. But with its notion that a man could be his own highest authority, Lutheranism appealed directly to the independent natures of the princes and their desire to defy the Emperor.

The split between Roman Catholic and Protestant in the Empire was nearly even. Protestants prevailed in the north, Catholics in the south. (Northern Germany was also called "Lower Germany," because it is flat and near sea level. Southern Germany was called "Upper Germany" because of its mountains.)

Then Calvinism entered the picture. Calvinists were not recognized by the Peace of Augsburg, but several states became Calvinist anyway. Among these was the Palatinate, one of the seven electoral states in a strategic location controlling the middle Rhine. In 1608 the Elector Palatine managed to form a union of the Protestant states to protect their interests against the Emperor and his counter-reforms. A year later the Catholic states formed a similar league under the guidance of the Elector of Bavaria.

Making matters worse, by 1600 the Empire was declining economically. More trade was traveling on the Atlantic and the Dutch, who



Albrecht von Wallenstein, Duke of Friesland controlled the mouth of the Rhine, closed the river to ocean trade. Superstition flourished, witch hunts approached the level of mania, educated leaders relied on astrology, and the Lutheran states isolated themselves culturally from the rest of the continent.

The Bohemian War (1618-25)

The war is typically divided into four phases: Bohemian (1618-25), Danish (1625-29), Swedish (1630-35), and French (1635-48).

The Empire's path turned inevitably toward war in 1609, when Emperor Rudolf II granted a Letter of Majesty to Bohemia, permitting free exercise of religion in that powerful kingdom. Bohemia was officially Catholic, but many of its citizens were turning to Calvinism. When Rudolf died in 1612, he was succeeded by his brother Mathias, who lined up his cousin Ferdinand for the throne of Bohemia. Ferdinand was dedicated to the Catholic cause and he tried to enforce Catholic worship in Bohemia, but this made



him very unpopular.

In 1618, a group of Bohemian Protestants stormed the office of two Imperial emissaries in Prague and angrily tossed them out their second-story windows ("the Defenestration of Prague"). Neither man was seriously injured but the action was a clear attack against the Emperor's authority. An imperial army under Count Karl Bucquois marched to Bohemia to squash the rebels, but was itself defeated by Protestant troops supplied by the Duke of Savoy and commanded by Count Ernst Mansfeld.

Having won some breathing time, the Bohemians deposed Ferdinand as their king and offered the throne to Frederick V, the Elector Palatine and the man who had organized the Protestant Union 11 years earlier. Full of naive idealism (and confident that he could muster enough electoral votes to become the next emperor), Frederick moved his court to Prague.

At nearly the same time, Emperor Mathias died. The vote for succession came too soon for the Protestants and Ferdinand, the deposed King of Bohemia, was elected. Ferdinand quickly gained the backing of Spain, Bavaria, the Pope, and the Catholic League. This support was vital because the Empire had no standing army and little treasury with which to raise one. Spanish General Spinola moved his troops into the Palatinate in 1619, depriving Frederick of its support and securing its position along the "Spanish Road" into the Low Countries (vital because the 12-year truce between Spain and the Netherlands was due to expire in 1621).

In 1620, after a year of stalemated maneuvering, the two factions finally clashed at the Battle of White Mountain, near Prague. On the Imperial side was Spain, the Catholic League, and Bavaria, backed by Roman money. On the Bohemian side was Saxony, the Protestant Union, Dutch gold, and the questionable help of Transylvania. It was a desperate battle, but the Imperial forces ultimately drove the Bohemians from the field. Frederick fled in humiliation to the Netherlands. The victorious armies quickly wiped

out what was left of the uprising and Ferdinand was reinstated as king. One of his first actions was to confiscate the property of the rebellious nobles and reward it to the adventurers from all across Europe who had served him, thereby creating a new breed of landed aristocracy in Bohemia. Jesuits poured in to re-Catholicize the kingdom.

But the war was far from over. In 1621 the Dutch renewed their war with Spain, diverting thousands of Spanish troops. Two regiments from England, Protestant armies from Baden-Durlach and Halberstadt, and a mercenary army under Mansfeld all marched to the Palatine to support Frederick.

There they were crushed, one after another, by the Catholic army of Tilly and the Spanish army of Cordoba. The remnants fled to the Netherlands and the Catholics prepared to celebrate their total victory.

The Danish War (1625-29)

Alarmed at the power of the encircling Hapsburgs, Cardinal Richelieu of France stepped out of the Catholic camp and began forming a grand alliance of Protestants. France was not actively involved in the war, but it provided the money and the diplomatic leadership that brought together the remaining Protestant princes, the Dutch, the English, the Grisons of the Valtelline, Mansfeld's mercenary army, and most importantly, Christian IV, King of Denmark and Duke of Holstein.

Foreseeing an attack, a Bohemian nobleman named Albrecht von Wallenstein approached the Emperor with an offer. Wallenstein was willing to raise an army at his own expense in return for a title and overall command of Imperial forces. Frederick agreed and Wallenstein became Duke of Friedland and commander of the Imperial army.

When the Protestant armies marched again into Germany in 1625, Wallenstein met Mansfeld in the south, and Tilly blocked Christian IV in the north. The Danish forces were defeated at the battle of Lutter in 1626 and withdrew to Denmark. Mansfeld was crushed by



Wallenstein at the Dessau Bridge in 1627 and fled to Hungary where he tried to link up with the rampaging Transylvanian, Bethlen Gabor. But Bethlen refused to shelter Mansfeld. Wallenstein hounded the fleeing Protestants, never seeming to rest his army, until Mansfeld was finally killed while trying to escape to Venice.

Once again the Imperial Catholic armies were masters of the land. Wallenstein and Tilly spent the rest of 1627 subjugating the Protestant states of Lower Germany, concentrating in Mecklenburg and Pomerania. The last Danish army was beaten in 1628, and Denmark formally withdrew from the war nine months later. As a reward for his efforts, Wallenstein was made Duke of Mecklenburg and General of the Oceanic and Baltic Seas.

At this point, Protestantism had little hope remaining. Its armies had been crushed one after the other, its leaders driven into exile or killed. Emperor Ferdinand issued the Edict of Restitution, ordering that all church lands seized by Protestants since 1552 be restored to the church. This property included two archbishoprics, 12 bishoprics, and more than 100 abbeys, monasteries, and small territories once held by religious orders. Indeed, it seemed that 100 years of Protestant Reformation might be undone.

The Swedish War (1630-35)

Fearful of Wallenstein's growing power and seeing no need to keep him around, the electors forced Ferdinand to dismiss the general in 1630.

Cardinal Richelieu was also fearful, with some justification, that Ferdinand had aspirations of turning the Holy Roman Empire into a Hapsburg monarchy. This would put France in clear danger, so His Eminence upped the stakes. He arranged for French and Dutch subsidies to Sweden, enabling a Swedish army to operate in Germany. King Gustavus Adolphus accepted the offer.

Gustavus was a remarkable man. He was

only 16 when he inherited the Swedish throne, but he quickly became known as *il re d'oro*, the "lion of the north." He is considered the first great military commander of the modern age.

The army which Gustavus inherited was small, poorly trained and equipped, and dependent on foreign mercenaries. He immediately set about reforming it from the ground up. His tactics emphasized mobility and offensive action. When it landed in Germany in 1630, Gustavus's army was more flexible, more mobile, better disciplined, and better paid than every other army in Europe. Its extraordinary offensive power quickly earned it a reputation for invincibility.

A general Protestant uprising followed the advancing Swedes through Pomerania, Mecklenburg, and Brandenburg. But Gustavus had to stop at the border of Saxony, which had declared itself neutral. While he negotiated with the Elector John George, Tilly's imperial army stormed and sacked Magdeburg and then seized Leipzig. These actions at last pushed the Saxons into an alliance with the Swedes.

Tilly and Gustavus squared off at the battle of Breitenfeld in 1631. The Saxons collapsed under the first attack, leaving the Swedes with an exposed flank. With surprising ease, the Swedes wheeled their line to face the new enemy. Gustavus waited until the Spanish were well inside artillery range and then counterattacked, breaking up the enemy formations with musket and artillery fire and finishing them off with pikes. Gustavus himself led the charge to capture the Imperial artillery and then turned it against its former owners. The most feared army in Europe disappeared in a single afternoon.

Suddenly the Protestant cause had hope and a champion to lead it. Recruits flocked to Gustavus's banner. He formed several small armies to fight local wars and fighting became general throughout the Empire. Every town and village had its own regiment or company, every region its own army.

The Swedes advanced even into Bavaria, the heart of the Empire, and there Tilly was



killed at the battle of the Lech. By this time Ferdinand was desperate enough to recall Wallenstein.

The two great generals met at Lutzen in 1632 and fought the bloodiest, most confused battle of the war. Fog obscured the field and the armies smashed into one another in a head-on slugfest. Tragedy struck when Gustavus was cut off from his troop during a cavalry charge and shot down. His body was found that night, stripped by looters and left in the mud. The Swedes had won (barely), but the cost was terrible.

Seesaw fighting continued through 1633, but by 1634 the Emperor was once again suspicious of Wallenstein's ambition. The general was dismissed for the second time. He fled to Eger and there was murdered, apparently on Ferdinand's order.

Ferdinand's son assumed command of the Imperial army. The Swedes were lured into a trap at Nordlingen and what remained of Gustavus's magnificent army was destroyed.

The French War, 1635-48

Once again, the war seemed nearly over. Through Ferdinand's skillful diplomacy and concessions to the Protestants, most of the warring states dropped out of the conflict under the Peace of Prague in 1635. Only the Bohemian and Palatinate opposition remained.

With the end in sight, Richelieu decided it was time for France to take an active hand. He financed a new Swedish army (mostly mercenaries), formed a Franco-German army in Upper Germany, and declared war.

As the fleur-de-lis advanced toward Germany, two Spanish armies struck into France. One advanced to within 100 miles of Paris before being pushed back.

The war was now at a stalemate, but it seemed to have a life of its own and no one knew how to stop it. Ferdinand II died in 1637; Bernard of Saxe-Weimar, the foremost German Protestant, died in 1639; Richelieu died in 1642. The fighting continued for years, but with no clear goals. The only significant

battle of this phase was Rocroi in 1643. The French Duc de Enghien, only 22 at the time, fought a brilliant battle against an army of Spanish veterans and annihilated them. These were the best troops in the world, and Spain never recovered from their loss.

This final stage was no longer a German war or a religious war; it was an international war, with foreign powers struggling for a vague sort of political supremacy and using Germany as a battleground. German resentment against the foreigners was growing, and both Catholics and Protestants allied with the Emperor against the invaders. By now the states considered themselves allies, not subordinates, of the Empire.

Finally, in 1644, peace talks began in Westphalia. Hundreds of diplomats and negotiators representing every political and religious entity in Europe converged on the two towns of Munster and Osnabrück. The fighting and the talks dragged on until 1648, when the Peace of Westphalia ended the war in Germany.

Its terms generally renewed those of the Peace of Augsburg from 1555. The principle of *cuius regio eius religio* was reinforced and Calvinism was recognized as an admissible faith. The Edict of Restitution was overturned. Various small territories changed hands. Bavaria was made the eighth electoral state.

More significant than any territorial shift was the political shift the treaty embodied. The German states became nearly sovereign. The Emperor could not levy taxes, make laws, raise armies, or declare war without first convening an assembly of more than 300 princes, ecclesiastics, and free cities and gaining its approval. This was obviously impossible, so the power of the Emperor was destroyed. While the rest of Europe moved toward national unity, Germany dissolved into feudal chaos.

It is impossible to judge the devastation brought by the Thirty Years War. Some estimates place the death toll from fighting, disease, starvation, and exposure at fully half of the Empire's population; one-third is not



The Guard at the Gate, by Carel Fabritius



unreasonable. Armies living off the land looted and stripped entire regions as they passed through. Unemployed mercenaries became armies of bandits. Magdeburg was besieged 10 times, Leipzig five times. Peasants had quit farming; they had been murdered, or tortured by soldiers seeking valuables, or had simply fled to safer lands. Where many small towns had stood, nothing lived but wolves. Central Europe was left culturally and politically desolate.

The English Civil War

Queen Elizabeth I died in 1603 unmarried and childless. The throne of England passed to a Stuart, King James VI of Scotland, son of Mary, Queen of Scots. He became James I of England, and the two kingdoms were united.

James believed in the absolute power of free monarchy. By "free," however, he meant "free of meddling by parliament, church, law, and tradition." He was also a foreigner in England and the son of a woman who was executed for treason. James supported the Anglican hierarchy and threatened to "harry the Puritans out of the land"; many members of Parliament were Puritans. James proclaimed that a sovereign king could make laws and pass verdicts at his discretion; many members of Parliament were lawyers who feared for England's venerable legal system. James tried repeatedly to raise taxes on his own authority; many members of Parliament were landowners who feared for their property should he succeed.

Thus, Parliament had many reasons to dislike and distrust the "wisest fool in Christendom." This same attitude carried over to James's son, Charles I, who shared many of his father's views. And Parliament controlled the pursestrings of England; the King's holdings were too meager to run the country.

But Parliament could meet only when the king summoned it, and neither James nor Charles had much desire to summon it. Instead of relying on the Houses for financing and legislation, they preferred to govern through means which might, or might not, be

legal under traditional English law. James and Charles both believed that by enlarging the king's power they were furthering the cause of England as a whole.

This extended to religious issues as well. In the past, changes in the Church of England had been passed by Parliament. The Stuarts preferred to issue royal edicts through their bishops.

A crisis was triggered in 1637 when the Archbishop of Canterbury tried to impose a new prayer book in Scotland. The Scots would have none of it, and in 1640 their armies crossed into England to press the point. Charles was forced to pay the occupying Scots £860 (English) per day until the issue could be settled. In April Charles had summoned Parliament hoping for some financial support to fight the invaders, but all he got was Puritan rhetoric. He dissolved the Parliament in less than a week (the "Short Parliament"). Even the minor strain of the Scottish campaign exhausted Charles's feeble treasury, however, so in November 1640 he had no choice but to summon Parliament again.

For Parliament, nothing had changed. The control of finances was the best weapon it had against the ever more powerful throne, and the members feared that if the King became solvent, Parliament would lose all significance. Laws were passed and debates raged, and bit by bit the King's power was whittled away, but little was resolved.

When a revolt broke out in Ireland in 1641, the King demanded an army to squash it; Parliament refused, afraid of what else the army might be used for. In January 1642 Charles left London and toured the country, gathering support for his cause. By September, the fight was on.

The Parliamentarians (called roundheads, from the cavalrymen's practice of cutting their hair short) started with many advantages. They controlled the navy and the ports, the main arsenals, the treasury, and London. They had strong support in the east.

The Royalists were strong in the north and the west. The aristocracy sided almost entire-



ly with the king, but the gentry was divided.

England had no standing army, so forces had to be raised from scratch. Many veterans of the Thirty Years War served both sides and there were plenty of mercenaries to be had.

Charles's immediate problem was a shortage of munitions. This was abated somewhat in August 1642 when his nephew Prince Rupert slipped through the naval blockade with shiploads of experienced men and munitions from Holland. Rupert was a dashing cavalier, just 22 years old but a brilliant tactician and organizer. He won the first clash of the war in September 1642 when his cavalry routed a troop of Parliamentary cavalry near Worcester.

The following month the Royalist army advanced toward London, believing that if the city was captured the war would be over. The Roundheads opposed them at Edgehill, but their commander balked at attacking his king. Despite some thrilling cavalry combat, the battle was inconclusive; Parliamentary forces withdrew to London and Charles did not pursue. He was unwilling to attack London so late in the year, and the army withdrew to fortifications at Oxford.

Both armies skirmished vigorously in the first half of 1643, but neither side could gain an advantage. An attack by the King on Gloucester could have been decisive, but Roundhead reinforcements from London reached the town in the 12th hour; the garrison had only three barrels of gunpowder remaining when the Earl of Essex's force cut its way through the besiegers.

Charles could no longer take Gloucester, but a better strategy loomed. He dropped the siege and positioned his army between London and Gloucester. Essex could not get away without a fight. The resulting Battle of Newbury was inconclusive, but that was as good as a victory for the Parliamentarians, who escaped the trap and returned intact to London.

The first year of fighting had passed with no decisive results. To break the seeming deadlock, Parliament recruited a Scottish army; Charles made peace with the Irish rebels and

brought troops stationed in Ireland back to England. By the spring and summer of 1644, Royalists were besieged inside York. When Rupert came to their aid, the Roundheads intercepted him at Long Marston.

The two armies were not arrayed until late in the afternoon on July 2. Neither side seemed willing to attack. About 4 p.m. a downpour obscured visibility on the field and doused the musketeers' matches. The Roundheads seized the opportunity and attacked, crossing the open ground relatively unhurt by the defenders' fire. Thanks largely to the discipline of Oliver Cromwell's cavalry, the Royalists were routed and the battle was a decisive Roundhead victory.

Cromwell himself was a rigid Puritan and Parliamentarian. His most outstanding feature was his relentless, unswerving, unshakable force of will, and with it he shaped the history of England.

By most standards, the war should have ended at that point. But Charles was tenacious and able to capitalize on his people's deep-seated loyalty to their king. His cause hung on in Cornwall, Wales, and Scotland.

Parliament, inspired by Cromwell, realized that to overcome the monarchy it needed a complete military victory. To achieve that, it would need a new sort of army. The "New Model Army" was England's first regular, standing army. It was patterned after Cromwell's cavalry: professional, loyal, and disciplined.

The New Model Army was tested in the campaign of 1645. Parliamentary forces besieged Oxford, the King's base of operations. To divert them, Royalists attacked and looted Leicester. Rising to the bait, the Roundheads abandoned their siege and headed toward Leicester, but the Royalists did not know this; instead they marched to relieve Oxford, straight toward a much stronger enemy army. When he realized his danger, Charles tried to fall back to Leicester but was cut off by Roundhead cavalry. His only remaining option was to fight where he was, at Naseby.



The battle started badly for the Royalists. Their left flank cavalry crumpled under Cromwell's assault, their right flank cavalry was pulled into a trap. Then the outnumbered infantry pushed back the New Model regiments in the center and Rupert's reserve cavalry drove off the Roundhead cavalry trying to reinforce the center. But instead of turning to complete the rout of the infantry, Rupert chased the enemy cavalry. Regrouped Parliamentarian cavalry closed in on both flanks of the infantry and the line collapsed. The Royalist army was shattered.

A year of disasters followed Naseby. One Royalist stronghold after another fell to the New Model Army. Finally, on May 6, 1646, Charles surrendered himself to the Scots, who in December turned him over to Parliament in

exchange for £400,000.

In November 1647, after almost two years in captivity, Charles escaped and fled to the Isle of Man. Royalist revolts broke out all over England but the rabble was no match for the New Model Army. Charles was recaptured in December 1648. In January he was tried as a "tyrant, traitor, murderer, and public enemy," found guilty, and beheaded on January 30.

Unlike Germany in the Thirty Years War, England was not ravaged. Farming and commerce had hardly been disrupted. But a king had been executed by commoners and a monarchy replaced by a republic. Like most revolutionaries, Cromwell would find that running a government is harder than toppling one.



Drake and his men attacked by Moche natives, engraving by de Bry

The New World

In 1578 Don Sebastian, King of Portugal, died without an heir. This opened the door for Philip II of Spain to claim Portugal as part of Spain and add Portugal's Pacific holdings to the already tremendous Spanish empire. For the next hundred years, the world outside of Europe fell into four broad categories: Spanish territory, English/Dutch/French territory, the Orient, and the unknown.

Spain was the master of the Western world. Philip had a monopoly on overseas possessions until 1600, and even then the inroads made by England, France, and the United Provinces seemed mere pinpricks against the Spanish giant. But ultimately, the East India trading companies, North American colonies, and Spanish decadence would bring the curtain down on Spain's golden age.

America

This was the jewel in Spain's imperial crown. The gold and silver mines of America filled Spain's coffers to overflowing and financed its ventures around the world.

Spain actively colonised its holdings and supported agriculture and trade in the colonies. There were four viceroyalties: New Spain (North and Central America), New Granada (modern Panama, Columbia, and Venezuela), New Castile (modern Peru and Chile), and Rio de la Plata (modern Argentina, Bolivia, Paraguay, and Uruguay). These were further subdivided into 11 audiencias and presidencias. To preserve loyalty to the crown, the viceroyalties, audiencias, and presidencias were ruled by Spanish aristocrats who were born in Spain.

Beneath the Spanish nobility were the Creoles, American-born aristocrats; other whites and free natives; and native slaves. Mines and farms were worked by enslaved natives. Legally these slaves had rights comparable to the Spanish moriscos but there was little incentive for the local governors to see those rights enforced.

Only two fleets left the New World each year, from Veracruz and Panama. The fabulous riches carried by these treasure galleons lured pirates and privateers of every stripe and the Caribbean became a haven for bold buccaneers.

Minor colonies were held by England (Virginia and New England), France (New France along the St. Lawrence River), and the Netherlands (New Netherlands and Manhattan Island) along the eastern coast of North America.

The Orient

The Oriental empires were marked by great rulers during this period: Shah Abbas the Great of Persia (reigned 1587-1629), Ivan the Terrible (1533-84) and Boris Godunov (1598-1605) in Russia, Akbar the Great of Mogul India (1556-1605), and the conquering Manchus who overthrew the by-then decadent Ming Dynasty of China in 1644. Japan was united and ruled by the three greatest shoguns: Nobunaga (1567-82), Hideyoshi (1582-98), and Ieyasu (1598-1616), who first allowed in European traders, then expelled them and persecuted the remaining Christians. The Ottoman Turks, however, on the death of Suleiman the Lawgiver (1566), entered a period of slow decline which ended in their collapse during World War I.

Africa and Southeast Asia

Portugal dominated the Pacific throughout the 16th Century but in 1602 the Dutch East India Company was chartered. From a fortified trading station at Batavia on Java, the Dutch gradually drove the Portuguese from the area until, by 1658, the Dutch dominated the whole region.

Aside from isolated trading posts dealing primarily in ivory and slaves, there was little European involvement in or exploration of Africa in this period.

Much can be learned about a culture or an age from its folklore. The tales that children hear around the evening fire, whether from their grandparents, parents, or siblings, shape their beliefs and their perspective of the world.

The tales that we have from the Elizabethan age are a blood-chilling lot filled with malicious spirits, hideous witches, restless dead, lycanthropes, and other evil creatures of every description.

Many, if not most, of these tales would be familiar to us today, but the versions we hear are sanitized and tame compared to those our ancestors shivered to. In the earliest known rendition of *Little Red Riding Hood*, the wolf not only gets away with eating Red but also tricks her into drinking her grandmother's blood beforehand. Instead of a little girl, the three bears find their home invaded by a fox or an old crone whom they variously try to toss out the window, burn on the fire, drown, and hang. Hansel and Gretel escape from a cannibal witch by incinerating her in an oven. Jack the giant killer is shown variously the

bones, dismembered bodies, and finally the hearts and livers of the giant's victims while waiting to become its lunch. After strangling and decapitating two giants, he rescues three ladies whom the giants have hung by their hair, starving them until they agree to eat the flesh of their dead husbands. Later still, he defeats another giant by tricking the dullard into slitting open its own belly.

Now picture these tales being told on a winter evening as the wind whistles across the wide-topped chimney and rafters groan in the cold, and shadows cast by the fire flicker and dance like imps across the room. No doubt many wide-eyed and huddled youngsters were sent off to sleepless, spook-filled nights in lightless bedrooms.

It is important to understand that while we recognize these tales for fiction, in the 17th Century the distinction was not so clear. With the exception of a small number of enlightened thinkers and scientists, most people believed wholeheartedly in the existence of a large and vital spirit world. The DM intending



English man-of-war, ca. 1st Armada



to run a historical Earth campaign must decide how much fantasy to allow.

In a purely historical campaign, the fantasy is entirely imaginary. People believe in and fear the supernatural, but spirits and magic are not real and are never encountered. This sort of campaign focuses on swashbuckling heroes and romantic atmosphere, or heroic adventure and glory in war.

In a fanciful campaign, the supernatural elements do exist but are not intrusive. Most reports of encounters with ghosts or witches are imaginary. But, just occasionally, one of those creatures might turn out to be real.

In a fantastic campaign, the supernatural elements exist just the way people believed. Ghosts haunt the graveyards, witches prowl the night, devils play mischief at every opportunity, wizards and alchemists and astrologers wield real power, and faeries carry off children to be raised in lands of wonder.

Any of these options lends itself to exciting, heroic role-playing. Ultimately, the choice depends entirely on what the DM and the players like. And the choice need not be universal; perhaps there are no ghosts or ghouls in France but they could be quite real in Bohemia and Hungary.

Whatever the choice, remember that the supernatural was real in the minds of the Elizabethans. Whether the spiritual world could or could not affect the material world, belief in it did affect people's lives.

Superstition

Superstition was everywhere and everyone was superstitious. The tiniest sampling of popular superstitions are listed below. Players and the DM should adhere to these for authentic atmosphere. Changing well-laid plans for superstitious reasons is good role-playing and a good DM will both create the opportunity and reward players who act on it.

- bats are associated with evil and darkness;
- cats and hares are common familiars of witches and sorcerors; if a hare or a cat

- crosses your path, your trip is ill-fated;
- witches draw omens from the whining of hedgehogs;
- horses may die if their owner eats an odd number of eggs;
- a lion will not harm royalty;
- rats can be killed with rhymes;
- a rat or other animal that is imperfectly formed—missing a tail, for example—is probably a witch, because witches could not adopt animal shapes perfectly;
- wolves and bears adopt human orphans;
- thorn trees are protected by the faerie folk; cutting one down invites disaster;
- roosters are the enemies of ghosts; their crowing drives ghosts away;
- owls are an omen of death;
- robins and wrens will cover an unburied body with leaves;
- horse's hair falling into a stream turns into eels;
- dying men utter prophesies;
- itching is an omen of something about to happen;
- the mandrake (mandragora, an anesthetic) grows beneath gallows and shrieks when plucked; its shriek kills the plucker (save vs. death magic) so the safe way to pick it is to tie a dog to the plant;
- coral turns pale if its owner is ill;
- semi-precious toadstones form in the heads of toads;
- all stepmothers are cruel;
- certain days are unlucky ("dismal days," or *dies mali*); these are identified by an *erra pater*, an almanac of unlucky days. The truly superstitious always carry a copy.
- seeing a snake is bad luck;
- stumbling at the threshold warns of danger within;
- dreaming of a fairie garden or a dead friend presages death;
- blessed wax is a powerful charm;
- a candle burns blue at midnight;
- empty eggshells must be broken to prevent witches and fairies from using them as boats (evil spirits are impeded by



water, so depriving them of eggshells hampers their mobility);

- an eclipse portends great evil;
- a comet predicts the death of a king.

Monsters and Baleful Creatures

Many sinister beasts prowled the shadows and remote regions of Elizabethan Europe. The most important were the faeries, the elves, and the restless dead.

Faeries

The term "faerie" encompasses little people (and some not-so-little people) of many varieties. In AD&D® game terms it includes fairies, nymphs, sylphs, pixies, brownies, satyrs, pans, fauns, leprechauns, and others of their ilk.

By this time it is generally believed that the fairie kingdoms have relocated away from Europe to more remote climes. Any faeries encountered are visitors to the human realms.

Faeries are nocturnal. They are active only from midnight until the rising of the morning star. They are quite shy and easily startled.

In general, faeries are benevolent. They watch over homes, rewarding virtue and punishing vice in small ways. But they are also mischievous and playful, even childlike. They enjoy tying people's hair in elf-knots which are impossible to untie, and plaiting horses' manes and tails, or sometimes laming cattle. They are especially fond of dairies, where they snitch milk and cream but also help to churn milk into butter.

Their greatest vice is that they love children. Faeries will hover around a cradle and occasionally actually steal a particularly good or beautiful child to raise as their own. In its place they leave an ugly or deformed elf, a "changeling," which the bereaved parents must raise. (Ugly or deformed people are said to be "elf-marked.")

Although they need to eat and drink, faeries are immortal. They can confer this immortality on the human children they raise by washing them in virtuous waters.

Faeries have close ties to the seasons. Nature is affected sympathetically by their moods. When the faeries are sad, fogs and cold and rain rule the weather; when they are happy, the weather is warm and sunny. (Thus, the faeries' actions, unseen by humans, account for the inexplicable events and forces of nature.)

Faeries are prone to fall in love with humans, and vice versa. Unfortunately, such affairs usually end in tragedy or sadness.

Elves and Goblins

Elves are higher in the supernatural order than the faeries, but they are not nearly so well disposed toward humanity. They are daytime creatures akin to elemental spirits who inhabit the woodlands and valleys.

Encounters between humans and elves tend to end badly; elves have little use for humans, and many harbor considerable animosity toward humans. The closest analog in AD&D game terms are the wood elves, but with strong evil tendencies.

The goblins (also lubbers or lubber-fiends) live in lubber-land. They, too, are unfriendly toward humans and will go out of their way to cause trouble and mischief. Treat them as normal AD&D® game goblins.

Ghosts and Restless Spirits

The term "ghost" referred generically both to the restless spirits of departed people and to spirit monsters like banshees, wights, and wraiths. Here, ghost refers only to the spirit of someone who passed away. The standard AD&D game ghost is appropriate in an Elizabethan setting.

Ghosts are airy and insubstantial, completely unaffected by the material world. They can appear to fly or pass through walls and doors unobstructed.

Like faeries, ghosts can enter the world only after midnight and must leave before the rooster crows. They hate roosters, who drive them back to the flames of perdition by day.

A ghost "walks" because it has a mission.



Some aspect of its life is unfulfilled. It must bring reparation for harm it caused in life or retribution for harm done to it, or warn of danger, or reveal foul play, or sometimes even protect a hidden treasure.

Those who knew the person in life will recognize the ghost in afterlife. But a ghost speaks only to a person it has a message for, and only in response to questions. A ghost never initiates a conversation or volunteers information.

A ghost can be summoned by someone who knows the rite of exorcism and who speaks Latin. Summoning or questioning a ghost is risky, however. Evil spirits sometimes masquerade as ghosts with valuable information. Just as they win their victim's confidence, they suddenly reveal themselves and drive their victims mad by exposing the horrible secrets of perdition (a successful save vs. death magic will avoid this fate).

Strigloi

A strigloi is a sort of vampire found in Slavic lands, but it is quite unlike the Dracula-style vampires of gothic horror.

Like the gothic vampire, the strigloi moves about by night, seeking blood. Sometimes it kills its victims outright, sometimes its nocturnal visits bring wasting disease and frailty.

A strigloi, however, cannot be confronted when it is active; it always evades waking humans. At most, someone might see it just before it disappears into the woods or up a chimney. It looks like a repulsive corpse, but can be either bloated and distended or shriveled and twisted. Its skin is dark and its lips are blood-red. Blood sometimes oozes from around its fingernails.

The only way to deal with a strigloi is to find it in its grave during the day. The offending corpse will usually be someone from the area who died within the past year. The strigloi's grave often has a freshly-dug look, or it may be found with its hand or foot still thrust through the soil as if it was not able to fully reenter the earth.

During the day the strigloi is completely harmless, nothing but a corpse, though it retains its hideous appearance. To kill it, the strigloi must be burned completely. Alternately, its body can be blessed and reinterred in a deep, consecrated grave. Either of these is likely to put the creature to rest.

Monsters

Many other monsters straight from the *Monstrous Compendiums* are suitable for the Elizabethan setting. These are listed below.

All monsters, however, are exceedingly rare. These creatures should never be encountered casually or randomly, but only as the result of an adventure or powerful magic.

Banshee: Found mainly in Ireland.

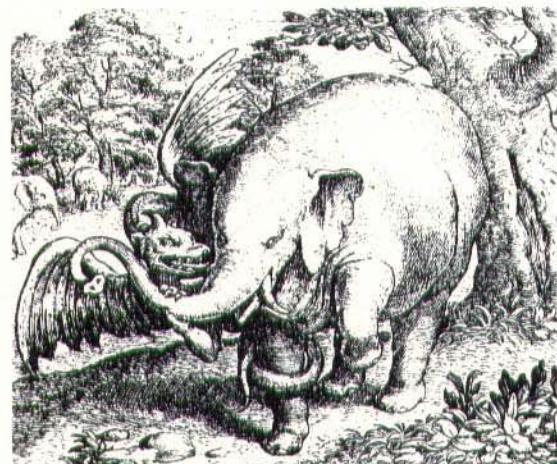
Basilisk: A horrible reptilian monstrosity whose gaze can kill.

Cockatrice: Much like the basilisk; an abomination resulting from a chicken's egg which is hatched by a serpent.

Dwarf: Use AD&D® duergar statistics.

Firedrake: A fiery dragon. Some have wings, some do not. These most resemble wyverns, though they can have the characteristics of a full-blown red dragon. Firedrakes and elephants are natural enemies.

Ghoul: Very rare, and terrifying. They accompany plague, famine, and war.



Elephant fighting a dragon, from *Mythologia Ethica*



Giant: Giants are not as rare as some would believe. They often have eastern (Turkish) names and demeanors. Cloud and storm giants are found only in their own territory. Hill giants enjoy terrorizing remote villages and extorting food and slaves from them.

Griffon: This legendary beast enjoys riddles.

Lamia: An abomination, probably the result of cross-breeding between a serpent and an evil spirit. It is the same as a spirit naga.

Manticore: These strange beasts flourish in far eastern Cathay (India). If one could be captured and brought to Europe, it would be worth several fortunes.

Mermaid: These beautiful maiden-fish lure sailors to their deaths by drowning.

Nighthag, Nightmare: These nocturnal visitors bring disquiet, family strife, and horrid dreams.

Phoenix: Another legendary beast, this one native to Egypt.

Siren: Akin to mermaids, these evil spirits take the form of beautiful women and use their songs to lure ships onto sunken reefs and shoals. They are the same as nereids.

Unicorn (monoceros): This magical beast is filled with pride and is nearly untameable.

Werewolves: Evil humans who work their change through sorcery. Children are their favored prey. Werewolves are most common in Ireland.

Wight: This cousin to the ghoul haunts ancient graves and mausoleums.

Wraith: Another denizen of the graveyard.

Evil Spirits

More than any other baleful influence, evil spirits pervaded the Elizabethan world. Everywhere they struggled with the forces of goodness for control of the physical world and possession of men's souls. They ranged in power and maliciousness from tiny, mischievous imps to the dark angel itself.

Anything bad could be blamed on these evil spirits. Even the fact that guns often missed their mark was attributed to the tiny devils who clung to the ball and tugged it off course.

(The concept of rifling was known, but it was believed to improve accuracy because evil spirits were flung off the spinning ball before they could do their dirty work.)

For protection against these ubiquitous forces people turned to charms, superstitious rituals (e.g., tossing salt over one's shoulder), and prayer.

For more on evil spirits, see *Magic*, below.

Magic

Three general types of magic were recognized: the white magic of science, medicine, astrology, and alchemy, which were all noble and laudable and were not really magic at all; gray or scholarly magic which was pursued in a philosophical fashion and which relied on instruments, calculations, words of power, and symbols to function; and the black magic of witches and sorcerors who had made blasphemous bargains with evil spirits.

The subjects of white magic have been dealt with elsewhere in this book, primarily in Chapters 2 and 3.

Scholarly magic was an attempt to obtain magical power through intellectual means. Standard AD&D® game wizardly magic is a close representation of scholarly magic. Its practitioners used astrology, cabalism, study, and magical paraphernalia (bell, book, and candle; mantles, wands, material components) to gain access to extraordinary powers. The scholarly mage's power is based entirely on external accoutrements and his soul is free of dealings with evil. What he really seeks is knowledge, not power. Without his books and wands, he is nothing but a scholar. An excellent example of this type of mage is Prospero of *The Tempest*. The scholarly mage kit is discussed in Chapter 3.

The antithesis of scholarly magic is black magic. This is the sort of magic wielded by witches and sorcerors. Unlike the scholarly wizard, the black magician is interested in power, not knowledge. To get that power he strikes a bargain with an evil spirit. The spirit agrees to serve the sorceror for a limited time.



Faustus, sketch by Rembrandt



When that time expires, the sorceror forfeits his soul to the spirit. Faustus is the archetypal black magician.

Within this context, the terms black magician, sorceror, and necromancer all mean the same thing.

Player characters cannot be involved in black magic; it was considered evil and blasphemous throughout the Christian world and its practitioners were universally hunted down and executed.

These evil sorcerors can enter the game as NPC villains, however. Black magicians are always specialist necromancers. They function under all the standard AD&D® game rules with three exceptions:

- the casting times of all spells are increased to the next higher increment; rounds become turns, turns become hours, and hours become days.
- a sorceror must have a familiar, which is the physical form inhabited by the evil spirit he deals with. The sorceror has no magical ability of his own; rather, all spells are cast by the familiar at the sorceror's request. This familiar will never be far from the sorceror.
- the casting of any spell of 3rd level or higher is accompanied by wind and rain in the immediate area, which lasts for one turn or the duration of the spell, whichever is longer. The violence of this event increases with the level of the spell. By 9th level it has sufficient force to tear roofs from buildings and damage small boats.

Like sorcery, by the 15th Century witchcraft was declining under the weight of church persecution and public hysteria. Witches tended to be solitary or gathered in small groups. The traditional witch was lame, palsied, withered, wildly dressed, and bearded. She often posed as a wise woman, selling love charms and telling dark, misleading fortunes. But if cattle grew sick or children disappeared, these were considered reliable signs that a witch was in the area.

Like sorcerors, witches derive their power

from their evil spirit-familiar, but the spirits they deal with are weaker. A witch has access only to alteration spells of levels one to four and enchantment/charm spells of levels one to six. The number of spells she can use per day is determined normally by her level, but only the most powerful witches rise above 5th level. Their experience advancement is slow, given their need to maintain complete secrecy about their true natures. Unlike a sorceror, a witch must supply her familiar with material components for the spells; hence the bubbling cauldrons and cottages filled with exotic and terrible concoctions.

Magical Items

Quite a few magical devices appear in folk tales and literature of the period.

Love potions brewed from flowers function as *philters of love*.

Enchanted fern seeds could be eaten to gain invisibility.

Charms were fashioned to ward off evil spirits (protection spells, *amulet vs. undead*).

Wind tied into knots on a string could propel a ship safely on its journey, using up one knot per day.

Magical bullets which act as *bullets +1 or +2, or bullets of slaying* of various types, are always rumored to exist. The most potent of these missiles were cast by the great soldier/alchemist Caspar.

Books of arcane knowledge, while not specifically magical, are tremendously valuable to wizards and sorcerors. *Malleus Maleficarum* ("The Witches' Hammer," published 1486) was the first great encyclopedia of demonology. Many books banned by the Roman Catholic church found homes in secret libraries.

Beyond these few, almost any magical items from the DUNGEON MASTER™ Guide can be adapted to the Elizabethan setting. Potions are the most appropriate; cloaks, girdles, gloves, other clothing, and jewelry are also suitable. Scrolls and enchanted weapons and armor should be very rare or nonexistent.

Sample Adventures

This chapter outlines three short adventures suitable either for dabbling in the Elizabethan period or starting up a campaign.

Casimir's Vat

Heidelberg Castle, the seat of the Palatinate, was the pride of the electors palatine. In 1591, during the reign of Johann Casimir, a gigantic wine vat holding 30,000 gallons was built in the palace cellar. Tomorrow, Casimir is holding an extravagant celebration to commemorate the vat's filling.

The characters, gentleman of some small note in the Palatinate, plan to attend the celebration. But on the morning of the day before, they are approached by an acquaintance who also happens to be one of the elector's counselors.

This man, Gustav von Ranke, confides in the PCs that he believes through his spies that one of his enemies in the court intends to use the morrow's festivities as a platform to denounce von Ranke and accuse him publicly of heresy and witchcraft. Von Ranke upholds his innocence to his friends and indeed, these charges seem outrageous to those who know him. But he has recently spoken in favor of tolerance toward Jesuits and other Catholic missionaries operating in Heidelberg, a position which has earned him the enmity of hard-line Protestants.

An Innocent Damsel. Von Ranke is not concerned for himself, however; in fact, to flee now would only add credence to his enemies' charges. But he fears for his Italian bride, only recently arrived from the Catholic Duchy of Parma.

Von Ranke wants the PCs to escort his bride from Heidelberg to the safety of her father's villa in Piacenza. There she can wait for word that it is safe to return.

He gives them a purse containing 184 Dutch guilders and promises to reimburse them later if expenses run higher than that. For speed, he recommends that they purchase horses and leave as soon as possible for Speyer or Worms on the Rhine, where they can buy river trans-

port to the Swiss Confederation and then cross the Alps into Italy.

Refusing such a request would seem cowardly and be a serious breach of honor.

Trouble. Of course, all is not as it seems. Von Ranke's enemies anticipated this move and their weasels have observed the transaction. The PCs will be dogged by bad luck, intruders, inexplicable delays, accidents, and even assassins along their way.

For DMs who want an added twist, while von Ranke is innocent of the charges, his wife may in fact be a witch herself. She will conceal this from her escorts for as long as possible. If found out, she will do anything to prevent that dark secret from reaching her family.

A Night to Remember

This scenario can take place anywhere, anytime. It can be used with any number of PCs of any levels.

The Set-up. The PCs hear a rumor that an alchemist who resides in a nearby forest makes magical bullets which slay their targets instantly, or return to the gun that fired them, or never miss, or something else equally wonderful. The PCs have reliable information that the alchemist's cottage is just about a day's trip away. They also know that in payment he only accepts gold, regardless of its form: coins, jewelry, picture frames, etc.

The Trip. Everything seems fine when the PCs set out to find the alchemist. But, about halfway there, as they are tramping through the woods, they get delayed somehow. It starts raining, or dense fog rolls in, or the ground becomes rough and hilly. It becomes apparent to the PCs that at their present pace they won't reach the cottage before dark.

As they discuss what to do, one of the PCs notices a trail that no one had seen before. It seems to lead in the direction they want to go.

This trail wasn't there a few moments before. It is a faerie trail set to mislead the characters. But the PCs don't know that.

If the PCs don't follow this trail but instead turn back the way they came, the going is



much more difficult than they remembered. The road they were on is rutted, slippery, and overgrown and their progress is even slower than before. If they press on, they come to another branching trail—which they don't remember passing—which looks much easier to travel than the path they are currently on.

The point of this is to get the PCs onto a faerie trail. Use deception, use delays, use bandits or howling wolves, but get them to make a turn onto the faerie trail.

The Glade. Once on the faerie trail, the PCs find the going much easier and the trail seems to be heading in the right direction. Just before dark, it opens into a small clearing.

This glade is idyllic. The grass is green, flowers wave in the gentle breeze, a small waterfall splashes into a pool, birds and butterflies flutter from tree to stump to rock to flower. It is a picture of peace and tranquility.

It is also now nearly dark, and the surrounding forest looks very uninviting. The characters will certainly not find a better place to camp than this. Any foresters with the group will echo that conclusion.

Night Visitors. The glade is a revelling place for a small group of satyrs, pans, and faeries. They arrive just after midnight. If anyone is on watch, the faeries quickly lull him to sleep with soft murmuring. Then they have a grand time braiding everyone's hair together, rearranging the PCs' clothing, eating their food, drinking their wine, tossing all their possessions into the treetops, and playing other mischief. They also remove all the gold from the PCs' purses, leaving acorns in its place.

The PCs discover that they have been visited when they awaken in the morning with their hair tied into a single braid and wearing each other's clothing. There is nothing they can do at that point except gather up their things and move on.

The Alchemist's Cottage. After a few hours of travel, the PCs come to the alchemist's cottage hidden in the forest. He is happy enough to have visitors but will not sell them anything if they have no gold.

If they tell him about their encounter with the faeries, however, he volunteers to help them. He gives them a potion which will keep them awake. Then, when the faeries return to the glade for a second night of pranks at the characters' expense, the PCs can grab the faerie leader and exchange him for their gold. The faeries will be upset, of course, but mainly about having their fun spoiled. They will make the exchange honorably.

Having returned the PCs' gold, however, the faeries invite the characters to join them in their party. If the characters decline, the faeries bid them farewell and scamper away into the dark forest. If the characters agree, they will have a tremendously good time dancing, singing, and drinking faerie wine—until they awaken in the morning with pounding heads. They then find acorns in their purses, sticks in their scabbards, water in their wineskins, toadstools in their food hampers, and so on down their list of possessions.

In the future, perhaps they will be more cautious when dealing with faeries.

The Grain Mill

This scenario depends on the characters being inside a besieged town. There can be any number of characters of low to medium levels.

The situation is bleak. Winter has arrived; food is running low, and the besiegers seem to have the upper hand. Then, one of the garrison captains puts forward a bold plan.

A small mill in a nearby hamlet supplies the besieging army with much of its grain, and it needs a lot to feed the encircling army. This captain proposes to slip through the siege works with a small, picked force, march quickly to the mill, burn it, and return with his men. He believes a large force would be detected trying to escape from the siege and, if the expedition meets with disaster, the loss of a small force will not deplete the garrison.

After some wrangling, the general commanding the garrison agrees to the plan, with one proviso; his nephew must accompany the sorty as second-in-command.



Word spreads quickly that volunteers are wanted for a dangerous mission of great importance. Those who return will, of course, be handsomely rewarded. If the characters don't volunteer, the captain approaches them directly, as he knows them to be men of courage and valor. He also confides in them that he has no confidence in the general's nephew and tries to get the PCs to promise that if anything happens to him, they will see that the job is not bungled.

Initially, all goes well. The night is overcast and the men, approximately a company of veterans, slip out of the city's defenses and through the surrounding earthworks. After about a half-hour's marching through the darkness, several shots ring out. The PCs, marching near the head of the column, see the muzzle flashes nearby and then see the captain clutch his chest and fall to the earth. Two drunken enemy soldiers, staggering down the road, stumbled into the column and fired their pistols wildly, killing the officer with a lucky shot.

If the PCs act quickly they can collar the enemy soldiers but if they don't take the initiative, no one else will and the terrified soldiers escape in the darkness. If captured, the two soldiers are too drunk to be any help or provide any reliable information.

The general's nephew, who is not keen about being on this expedition in the first place, considers this a very bad omen and wants to turn back immediately. The PCs can persuade him to press on if they persist in their arguments and especially if they call up images of the general being told that his courageous captain was killed for nothing.

The Mill. The column reaches the mill just before dawn. There is a small village with an old stone keep which appears to have been converted to an armory. Six other half-

timbered buildings stand near the keep. About 200 yards from the village is the mill, next to a stream. It is a two-story stone building with a water wheel, free-standing barn, and a pen for horses. Several empty wagons sit nearby.

Forty men of the garrison are sleeping in the keep. Another dozen are in the mill itself. All are armed with muskets. There are no sentries. The heavy door of the mill is closed and barred (though the PCs don't know that); it will have to be battered open.

The Attack. The most effective attack splits the attackers into three groups. A dozen or so men cover the exits from the keep with muskets, ready to shoot down anyone coming out. Another dozen interpose themselves between the town and the mill to prevent reinforcement from one to the other. The remaining 20 to 30 soldiers assault the mill. They must get inside to torch it.

Response from the garrison is slow. A few men rush out of the keep right away, probably to die quickly. After several minutes the garrison starts up sporadic firing at the attackers from loopholes in the keep. No effort will be made to reinforce the mill unless all soldiers covering the keep are eliminated.

The mill itself is toughly defended, however, by 10 2nd level soldiers, a 3rd level corporal, and a 4th level captain. Five of them will keep up a continuous fire through loopholes on the second floor while the door is being battered down. This garrison will not surrender until only three men remain.

Aftermath. After burning the mill, PCs must decide whether to try fighting their way back into the besieged town, seeking out another friendly army to join, or heading a different way altogether. If they manage to return to their garrison, they will be rewarded with promotions and £100 each.



Bibliography

- Barber, Paul; *Vampires, Burial, and Death—Folklore and Reality*; Yale University Press, 1988.
- Blitzer, Charles R.; *Age of Kings* (Great Ages of Man); Time-Life Books, 1966.
- Boyle, Charles; *The European Emergence* (Time Frame); Time-Life Books, 1989.
- Braudel, Fernand; *The Structures of Everyday Life* (Civilization & Capitalism 15th-18th Century, vol. I); Harper & Row, 1981.
- Coggins, Jack; *The Fighting Man*; Doubleday & Company, Inc., 1966.
- Durant, Will and Ariel; *The Age of Reason Begins* (The Story of Civilization, vol. 7); Simon and Schuster, New York, 1961.
- Ergang, Robert, Ph.D.; *Europe From the Renaissance to Waterloo*; D. C. Heath and Company, 1954.
- Gush, George; *Renaissance Armies 1480-1650*; Patrick Stephens Ltd., 1982.
- Hale, John R.; *Age of Exploration* (Great Ages of Man); Time-Life Books, 1966.
- Haley, K. H. D.; *The Dutch in the Seventeenth Century*; Harcourt Brace Jovanovich, Inc., 1972.
- Hart, Roger; *English Life in the Seventeenth Century*; G.P.Putnam's Sons, New York, 1970.
- Langer, Herbert; *Thirty Years' War*; Hippocrene Books, 1980.
- The Life of Lazarillo de Tormes*; Anchor Books, 1962.
- de Monluc, Blaise; *Military Memoirs—The Habsburg-Valois Wars and the French Wars of Religion*; Archon Books, 1972.
- Nofi, Albert A.; "The Thirty Years War—The Dawn of Modern Warfare"; *Strategy & Tactics* nr. 55, Simulation Publications, Inc., March/April 1976.
- Opie, Iona and Peter; *The Classic Fairy Tales*; Oxford University Press, 1974.
- Ortiz, Antonio Dominguez; *The Golden Age of Spain 1561-1659*; Basic Books Inc. Publishers, 1971.
- Palmer, R.R., and Joel Colton; *A History of the Modern World*, 3rd ed.; Alfred A. Knopf, 1965.
- Parker, Geoffrey; *The Army of Flanders and the Spanish Road 1567-1659—The Logistics of Spanish Victory and Defeat in the Low Countries' War*; Cambridge University Press, 1972.
- Parker, Geoffrey and Angela; *European Soldiers 1550-1650*; Cambridge University Press, 1977.
- Rabb, Theodore K., ed.; *The Thirty Years' War—Problems of Motive, Extent, and Effect*; D.C. Heath and Company, Boston, 1964.
- Reid, William; *Arms Through the Ages*; Harper & Row, Publishers, 1976.
- Salgado, Gamini; *Cony-Catchers and Bawdy Baskets—An Anthology of Elizabethan Low Life*; Penguin Books, 1972.
- Shakespeare's England*; Clarendon Press Oxford, 1917.
- Simon, Edith; *The Reformation* (Great Ages of Man); Time-Life Books, 1966.
- Tillyard, E.M.W.; *The Elizabethan World Picture*; Vintage Books, undated.
- Wedgwood, C. V.; *The Thirty Years War*; Anchor Books, 1964.
- Wedgwood, C.V.; *The World of Rubens*; Time-Life Library of Art, 1967.
- Williams, Neville; *The Sea Dogs—Privateers, Plunder, and Piracy in the Elizabethan Age*; Macmillan Publishing Co., Inc., 1975.
- Williams, Roger; *The Works of Sir Roger Williams*; John X. Evans, ed.; Oxford University Press, 1972.

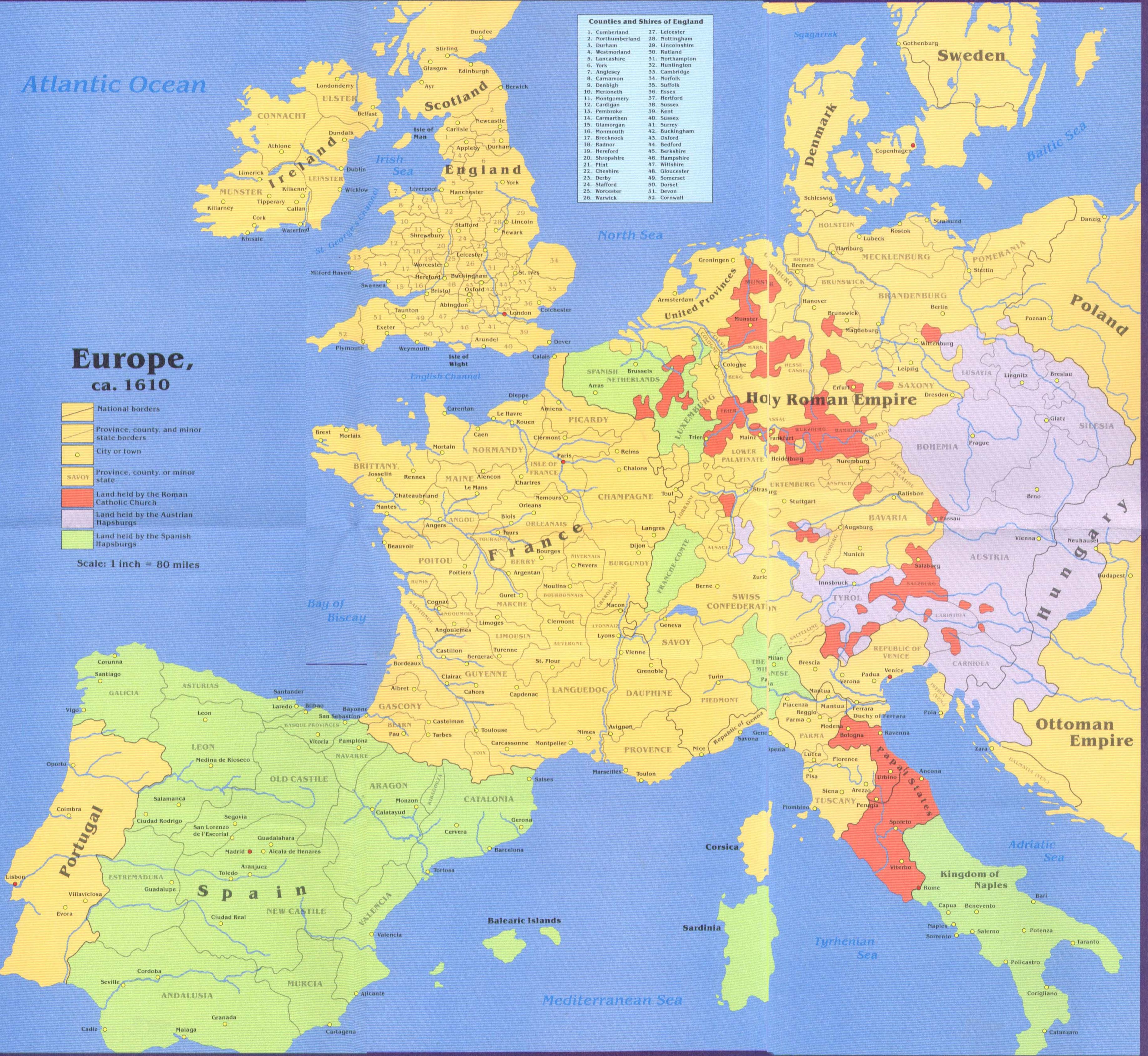
Highly recommended for both players and DMs are the fiction of Alexander Dumas (*The Three Musketeers*, *Twenty Years After*, and *The Man in the Iron Mask*); Miguel de Cervantes (*Don Quixote*); and Rafael Sabatini (*Captain Blood*, *The Prisoner of Zenda*).

Atlantic Ocean

Europe, ca. 1610

- National borders
- Province, county, and minor state borders
- City or town
- SAVOY
- Land held by the Roman Catholic Church
- Land held by the Austrian Hapsburgs
- Land held by the Spanish Hapsburgs

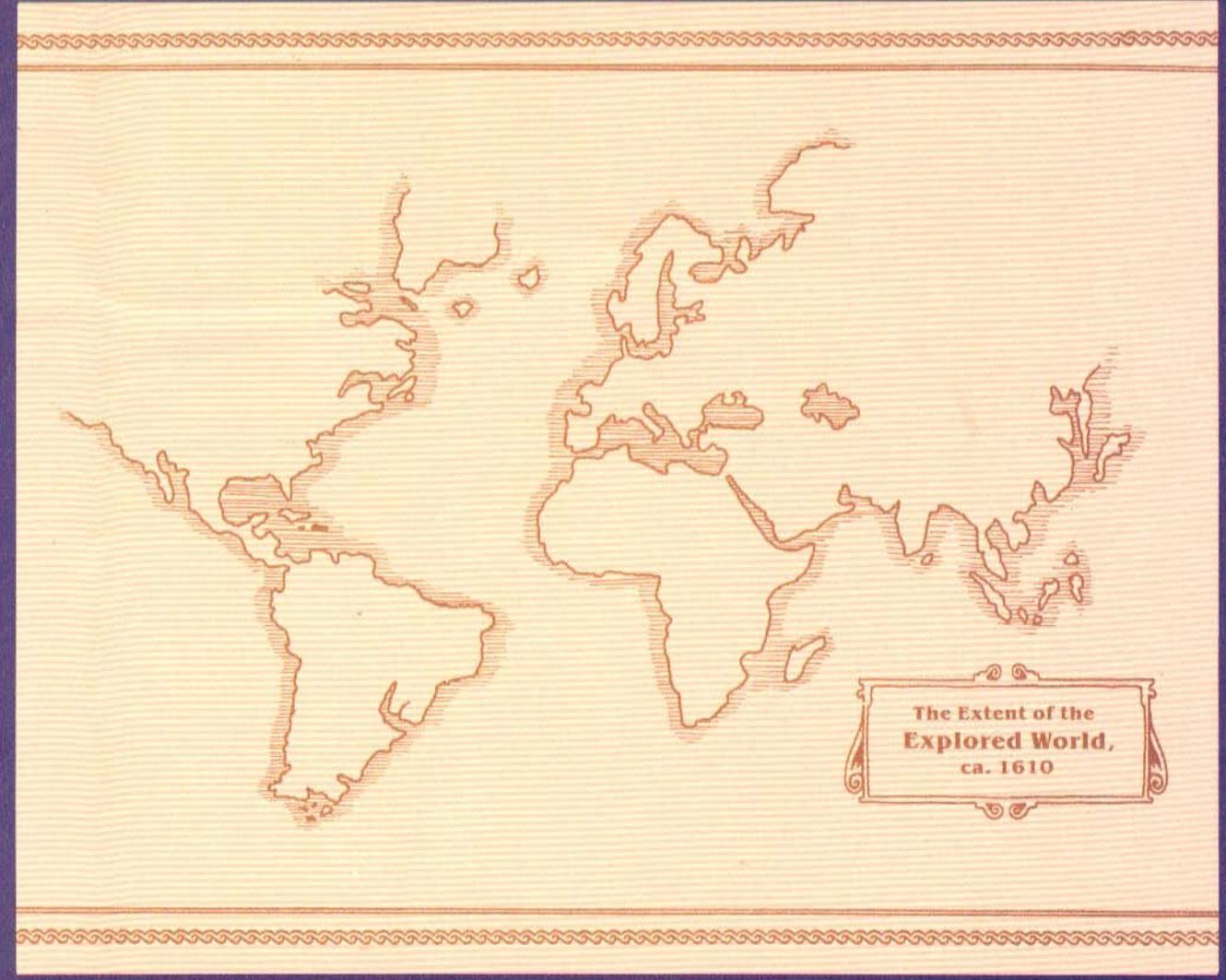
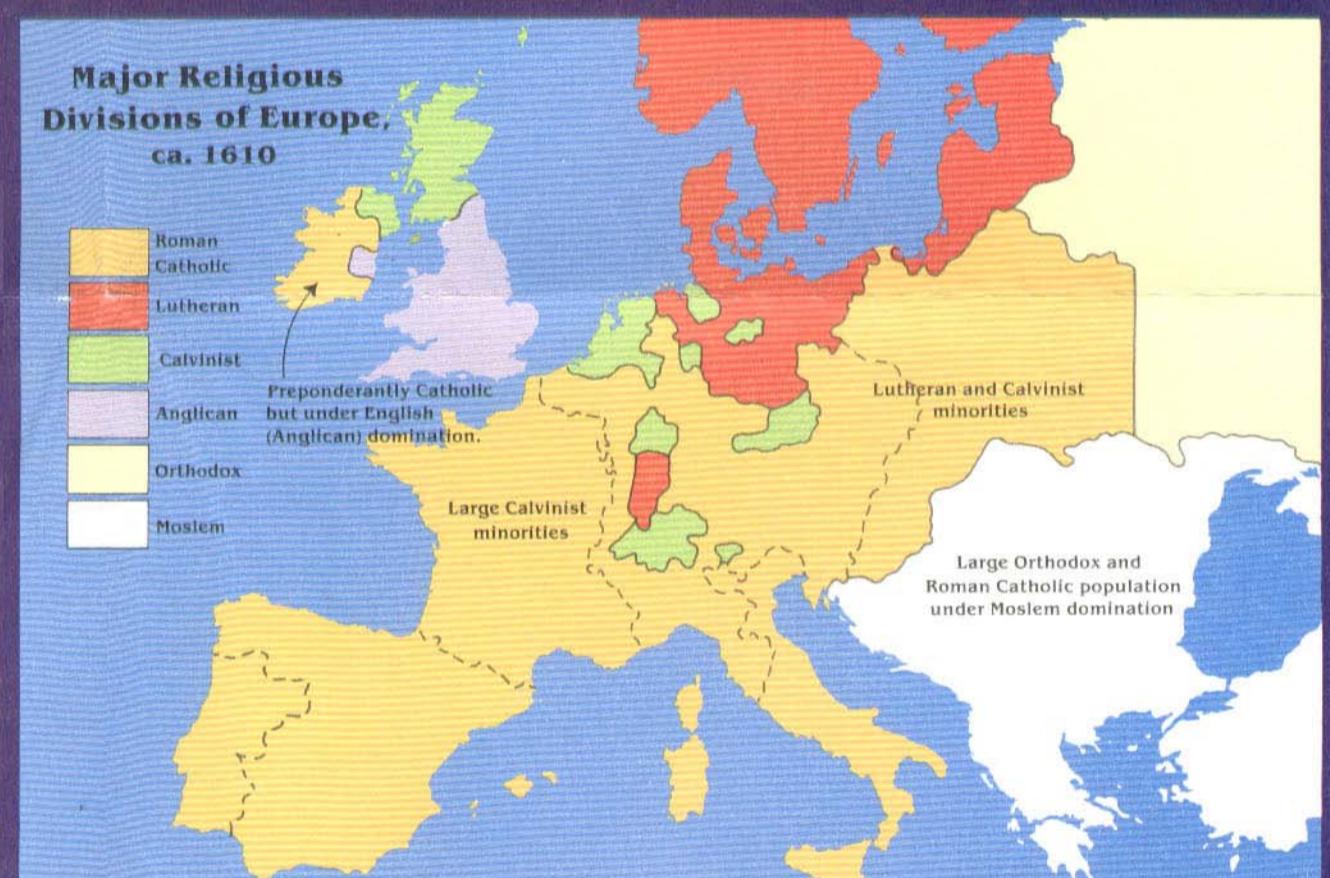
Scale: 1 inch = 80 miles



The Netherlands at the truce of 1609

- Spanish Netherlands
- United Provinces

Scale: 1 inch = 40 miles



Advanced Dungeons & Dragons
2nd Edition

Historical Reference

A Mighty Fortress

Campaign Sourcebook

All for one, and one for all

From 1550 to 1650, Europe was torn apart by constant warfare. Social order collapsed under countless religious and civil wars. This was the age of Elizabeth, Francis Drake, Cromwell, Richelieu, D'artagnan and Captain Blood. Bold mercenaries carved kingdoms out of the chaos; inquisitions and witch hunts raged; brazen pirates plundered the Spanish Main. *A Mighty Fortress* blends the AD&D® game with this swash-buckling era. Flourish a rapier, shoulder a musket, and step into the golden age of adventure!



9 780880 387637

ISBN 0-88038-763-7

Scanned by: Jack D. Knight

TSR, Inc.
POB 756
Lake Geneva,
WI 53147
U.S.A.



TSR Ltd.
120 Church End,
Cherry Hinton
Cambridge CB1 3LB
United Kingdom

ADVANCED DUNGEONS & DRAGONS and AD&D are registered trademarks owned by TSR, Inc. The TSR logo is a trademark owned by TSR, Inc.
©1992 TSR, Inc. All Rights Reserved. Printed in the U.S.A.

\$15.00 U.S.

\$18.00 CAN

£9.99 U.K.